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GAME

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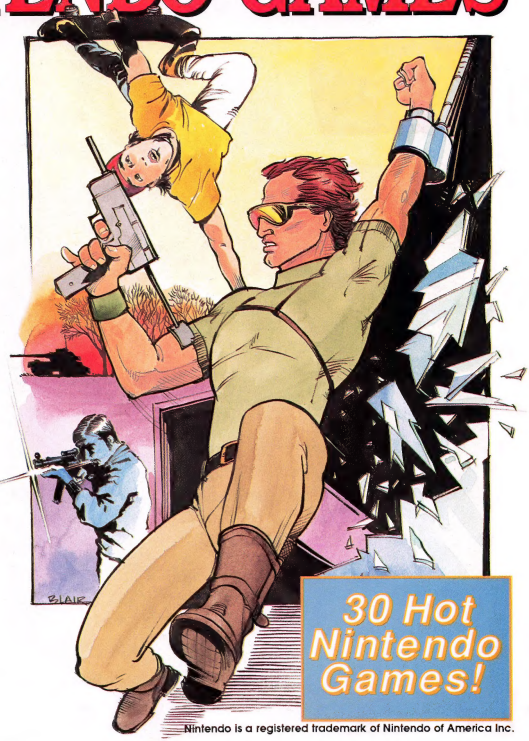

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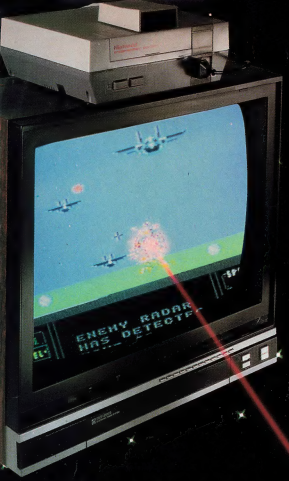

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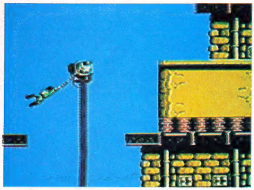

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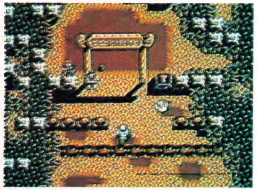

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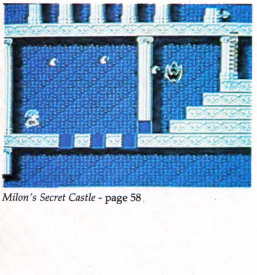

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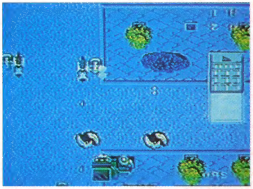

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GAME PLAYER'S STRATEGY GUIDE TO NINTENDO GAMES

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EDITOR'S NOTES

Hello again, Nintendo game players!

Are you ready for the latest hints, strategy tips, and passwords for 30 of the hottest games around? We had a lot of fun putting this issue together simply because the games are so good! And we think you'll have a blast for the same reasons.

Our Super Strategy section brings you the latest information on rad games such as Capcom's *Bionic Commando*, Vic Tokai's *Golgo 13*, Ultra's *Metal Gear*, Hudson Soft's *Milon's Secret Castle*, and six more winners. And our Hot Hits group includes hints, tips, and previews on 20 of the hottest games available. Check out Taito's *Operation Wolf*, American Sammy's *Thundercade*, Konami's *Blades of Steel*, and all of the others! This is Nintendo game playing at its best.

Your cards and letters are pouring in from all over the United States and Canada (and some from even farther away!). Thanks for letting us hear from you! We're always interested to hear which Nintendo games are your favorites, what your highest scores are, and which cartridges you want more information about. We're also getting many requests for hints and tips about some of your all-time favorites. So in this issue, look for *more* clues to *Super Mario Bros. 2* and a special section of hints and tips for *Zelda II: The Adventure of Link*.

Until the next issue, keep winning!

Selby Bateman
Editorial Director
Game Player's

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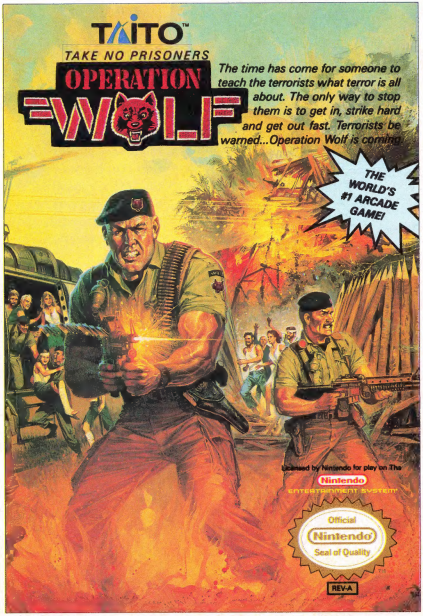
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GAME PLAYER'S MAILBAG

SIMON'S GARLIC AND THE FERRYMAN

Dear *Game Player's*,

In one of your issues, I was reading the feature on *Castlevania II: Simon's Quest*, and I don't understand what you meant by offering the ferryman garlic.

Charlie
Los Angeles, CA

Dear *Game Player's*,

In your Strategy Guide number 2, it says that in *Castlevania II*, if you give the ferryman garlic he will take you somewhere different. I went through a heck of a time giving him garlic, which never worked.

James
Saskatoon, Saskatchewan
Canada

Dear Charlie and James,

Oops! Forget the garlic. To get to the town of Aldora, show the ferryman either Dracula's rib or his eye. If you show the boatman Dracula's heart, he will take you to Brahm's mansion, where you will battle the Grim Reaper.

SKATE OR DIE HIGH JUMPING

Dear *Game Player's*,

I have been trying to do the high jump on *Skate or Die*. Will you tell me how to do it?

Derek
Jenkins, KY

Dear Derek,

We have found that doing well in the high jump is almost impossible using the control pad. A more advanced joystick is required in this event and enhances play in the other events as well. Keep swiveling the direction indicator on your joystick and you should be able to pick up enough speed to make the jumps.

METROID MINI-BOSSES

Dear *Game Player's*,

I play *Metroid* all the time, and I can't find the first mini-boss or the high jump boots. Everywhere I look there's a door. I try them all and still can't find the boots or the boss. Thank you for any help.

Adam
Guelph, Ontario
Canada

Dear Adam,

Kraid, the first mini-boss in *Metroid*, can be found beneath the first blue corridor to the right of where you start the game. The high jump boots are located through the sixth door from the top of the purple corridor on the left. You'll have to bomb through a few floors to get to the boots.

BUBBLE BOBBLE BLUES

Dear *Game Player's*,

One of my favorite games is *Bubble Bobble*. But I always get stuck on level 57. Do you have any hints or tips on this level?

Nicole
Taylor, MI

Dear Nicole,

You're right, room 57 is tough. Our best advice is to hope for a magic bonus item. These items appear at random. If you can blow bubbles very fast, you can climb up on either far corner of the room. But you have to be a super player. Good luck!

ADVENTURE ISLAND'S FIRST BOSS

Dear *Game Player's*,

How do you get past the guy at the end of 1-4 on *Hudson's Adventure Island*? I got the game for Christmas, and we have tried everything.

Eric
Pickrell, NE

Dear Eric,

It's possible to beat the first boss even if you only have the stone axe. The key to success is to go very slowly to the right, so that you have as much room on the left as possible. As soon as the boss appears, start jumping up and throwing your axe (or whatever weapon you have) at his head.

He'll start moving toward you and throwing fireballs, but just avoid the fireballs and keep jumping. He won't run you off the screen but will start moving back to the right again. You'll know you scored a direct hit because his face will turn red. Using the axe, it will take eight direct hits to get rid of him.

MOUSECAPADE'S MINNIE PROBLEMS

Dear *Game Player's*,

I've played *Mickey Mousecapade* before, and I want to know why they have Minnie along with Mickey. She's always making me die. For example, when I was at the ocean, I jumped across a pit. She fell into the pit which caused me to die.

Steven
Gloucester, MA

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GAME PLAYER'S MAILBAG CONTINUED

Dear Steven,

You've found one reason Minnie is in *Mickey Mousecapade* — to make the game harder! You can run into problems jumping over pits, as you've found, and also making jumps onto ledges. She has to be very close to Mickey to land on the ledge with him. This really can cause trouble in the castle.

But if you play the game straight through instead of selecting any level you want, you'll find out that Minnie can also help you. As long as you've finished the funhouse scenario before going on, you'll have double firepower because Minnie will have picked up her throwing stars.

METAL GEAR HINT

Dear *Game Player's*,

I would like to share a secret with you or any *Metal Gear* players. When you (Solid Snake) enter the room to destroy the super computer, exit it immediately by pressing down on the control pad and to the right. Then you'll find yourself in the last room facing the enemy leader. You won't have to face the super computer at all.

Robbie
Louisville, KY

Dear Robbie,

Wow! That's a great hint! Look for more clues on *Metal Gear* in future issues of *Game Player's*.

MOVING ON IN *SECTION Z*

Dear Game Player's,

I just recently purchased *Section Z*, and I have made it to section 40. But I can't find the generator. I have killed the alien on 44-45, but there are still two red rays coming from the transport beams. I would really appreciate knowing how to destroy these and advance to section 60.

Eli
Whitehorse, Yukon
Canada

Dear Eli,

You're caught in the loop of that area, but it's not too hard to escape. There's a secret door near the end of section 47. Stay at the top and shoot at the ceiling. One direct hit will open the door into section 49. That's where the generator is. You have to keep shooting, though, because the area with the door doesn't look any different from the rest of the ceiling.

SUPER MARIO 2 WARPS

Many of you have written in with more warps to report for the every-popular *Super Mario Bros. 2*.

In World 1-3, go to the vase just after the door and you'll warp to level 4-1.

In 3-1, don't climb the clouds. Instead, fall down the center of the wide waterfall and go into the door there. Place the potion on top of the vase, go into subspace, and down the vase into world 5-1.

There is a potion on the second part of world 4-2 near the whales. Take the potion to the end of the stage. (Don't go into the rocket.) Jump on the whale's tail and go backwards until you get to the vase on the island. Place the door on top and, in subspace, go into the vase. You'll warp to world 6-1.

In 5-3, go to the right after you go up the ladder to get a potion. Go back over to the left and do a power squat jump to get to the top near the vase and throw the potion. In subspace, go down the vase. You'll end up in 7-1. But you'll have to be Luigi to make the jump.

Thanks for all the warp information you sent in. We look forward to hearing more *Super Mario 2* secrets in the future.

DEFEATING *DOUBLE DRAGON*

Dear *Game Player's*,

Is there any way to "warp" or start on mission four in *Double Dragon*? If not, are there any certain techniques to fighting Billy's evil twin brother when you get there?

Thomas
Okmulgee, OK

Dear Thomas,

We don't know of any way to start on mission four. You'll just have to become a master of the first three levels.

But when you finally meet Jimmy, Billy's twin, try to get him into the lower corner of the screen. He'll actually be out of view. Then move up a little, run down, and start kicking as fast as you can. Your persistance will finally pay off.

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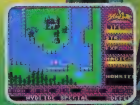

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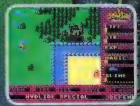

2 speed levels

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YOU ASKED FOR IT: ANSWERS TO *ZELDA II: THE ADVENTURE OF LINK*

Judging from our ***Mailbag*** *letters, many game players are spending a lot of hours trying to solve* ***Zelda II: The Adventure of Link****. And many of the same questions pop up over and over in the letters we receive. Here are some of the most frequently asked questions. We hope they'll help you help Link. Good luck, game players!*

Dear *Game Player's*,

I'm having trouble with *Zelda II*. My level is 3, but I can't get past the guard in the first palace! I would like some hints about the game.

Summer
Villa Grove, IL

Dear Summer,

The horsehead guardian isn't really too difficult when you know the right tricks. Stand on the far left of the screen and attack his head. You don't even have to get too close because your sword's range is longer than ever. Leap up and hit him in the face, and don't worry about his weapon. He won't strike very often.

Your first real challenge — Horsehead, guardian of the first palace.

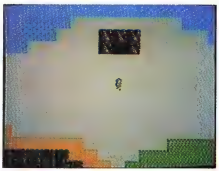
Dear *Game Player's*,

I just purchased *Zelda II*, but I'm having trouble locating the trophy. Could you please tell me where it is located?

John
Sharpsville, IN

Dear John,

Along the road to Ruto, some Tantari desert landscape touches the road. Enter the cave due north to



Go into this cave on the Tantari desert to find the trophy.

You'll have to get by Goriya before you can grab the statue.

find the trophy, a statue of a winged goddess. Then return to Ruto, give the old man the trophy, and he'll give you the jump spell.

Dear *Game Player's*,

I can't seem to get past the cave near the second temple. Can you please give me hints?

Bryan
Shirley, NY

Dear Bryan,

The mountain cave south of Ruto is a nest of dangerous villains, but with a little practice, you should be able to survive intact. Use your shield to get by the Octaroks — the land octopi that spit rocks. Then use your shield and sword against the Goriya boomerang master. Acheman will shoot at you and turn into a red bat. You should also have the jump spell before venturing inside the cave.

Some of the Octaroks will leave you gifts when you kill them.

Your shield doesn't help much against Goriya's boomerangs.

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Then, prepare for undercover action as the Strider. Your orders are to enter Russia and infiltrate the Red Army, returning enemy secrets to your superiors. But be extremely cautious. You know what the Russians do to spies!

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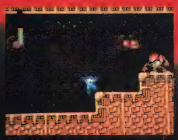
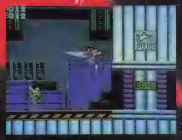


MegaMan 2 Screen Shot



Strider Screen Shot

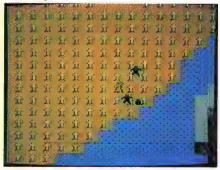
CAPCOM

Call or write: Capcom U.S.A., Inc. 3303 Scott Blvd Santa Clara, CA 95054 (408) 727-0400 Toll free: (800) 843-4632 In California: (800) 222-0928

Dear *Game Player's*,

I have found the area eight paces to the south of the King's Tomb which I presume to be the entrance to the island palace, but I can't figure out how to get to the top of the ledge to the right. It is far too high for the jump spell to be effective. Do you have any suggestions?

Spencer
Boylston, MA



This is the entrance to the tunnel leading to the island palace.

Dear Spencer,

Even before you enter the cemetery, you should visit the town of Mido. There is a sick child there who can only be saved by the water of life. Go due west into a cave blocked by a boulder (use your hammer). Retrieve the water of life and, when you return to Mido, you'll receive the fairy spell.

Now go to the tunnel to the island. When you reach that high ledge, use the fairy spell to transform into a pixie, then fly up to the top of the ledge.

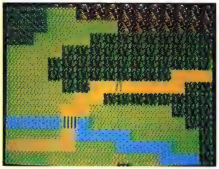
Dear *Game Player's*,

I've got a question. How do I get across the river at the end of the town of Saria?

Katherine
Bellevue, WA

Dear Katherine,

Return to the woods north of Saria. If you enter the woods at the third block from the right and three blocks up, you'll find Bagu. He'll give you a note to give to the river man. When you give the pass to the river man, he'll build a bridge for you to cross.



Enter the woods in the third block from the right to find Bagu.

When you give Bagu's pass to the river man, he'll build a bridge.

Dear *Game Player's*,

I've played *Zelda II* hundreds of times, but I still can't find the hammer. I would be very grateful if you could tell me where it is.

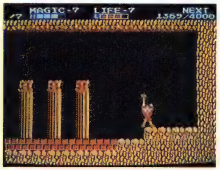
David
Pflugerville, TX

Dear David,

Just beyond Saria you'll enter Death Mountain. Follow these directions: Go right through five different caves (ignore the elevator in the third cave). Then go down through three caves. Now go to your left and you'll see a hole in the middle of a clearing. Go inside the hole, then right, and down an elevator. On the ground floor you'll find the hammer to the right and a magic potion on the left.

Now, back outside the hole, use the hammer to break the rock to your left. If you go inside, you can find a magic container which will increase your magic powers by one more block.

Your final move on Death Mountain is to go down this hole.



Use the hammer to break rock, beginning with the one near the hole.

Dear *Game Player's*,

I have managed to get to the fifth palace in *Zelda II*, but do you have any tips on killing the guardian? Honestly, I have tried everything.

Also, I have found the sixth palace, but have no key to get through the first lock.

Cynthia
San Angelo, TX

Dear Cynthia,

We sympathize with your problems defeating the ape-like guardian of the fifth palace — he's really tough. But notice that he swings his mace like a lasso before he whips it towards you. If you can strike at that moment, then retreat out of his range, you'll have a good chance of defeating him.

You won't be able to get keys to the sixth palace without really working for them. You'll meet

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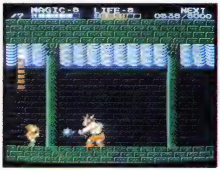
Ironknuckle again, but he's not the guardian of the palace. Defeat him for one key, then go to the right to pick up the cross. You'll have to defeat Barba, the dragon, to win the second key. Jump to avoid his shots, then either jump to stab his head, or stab him as he moves back down towards the lava.



Watch this guardian swing his mace to find a time to make your move.

Ironknuckle's life will go up after you unseat him from his horse.

Strike at Barba's head, not his torso, to kill him.

Dear *Game Player's*,

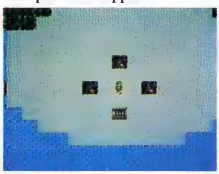
Please help! We've sealed five of the six palaces that precede the great palace. But now we can't even find the sixth palace. We've tried everything under the sun, short of putting my foot through the TV — and that's not far off.

Steve
Sacramento, CA

Dear Steve,

Try this: Keeping your foot off the TV, head for the cave north of Three-Eye Rock. Use your hammer to clear the woods until you find the town of New Kasuto. There, you'll get the magic key, a magic container, and a spell. Then return to Old Kasuto to get the spell of thunder.

Once you have all the items you need, go back to the center of Three-Eye Rock and play your flute. The sixth palace will appear.



The sixth palace will appear near Three-Eye Rock.

Dear *Game Player's*,

I've put the six crystals in the six palaces. I found the seventh palace. But now I can't find Ganon. I've looked everywhere. Can you help?

James
East Orange, NJ

Dear James,

When you enter the seventh palace, go down the elevator and then to the left (watch out for an invisible hole by one of the columns). Now work your way down and to the right, over and over. You'll finally get on an elevator that can stop on more than one floor. Take the first right to find the fairy, then get back on the elevator and go to the ground level. Go to the left and break through a row of blocks, uncovering a hole you'll need to fall through.

When you land, go to the right again until you come to a disintegrating bridge. If you have enough magic, use a fairy spell. Mid-way across the bridge, go down a hole between two pillars (it's easiest if you're a fairy, but not impossible as Link).

Go to the right, but check the left-hand blocks for two potion jars. You'll find the last guardian to the right. Use your shield, reflect, and jump spells. When the guardian comes out, use your thunder spell. If you go to the far right, face left, and jump, you can hit him in the face.

When he has been defeated, continue to the right and you'll find that Ganon, the horrendous villain, is really something quite surprising.

Watch for this guardian to change color as you fight.

At the end of the game, you'll find that Ganon isn't who you thought.

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DON'T MISS A SINGLE ISSUE OF THE HOTTEST NEW MAGAZINE IN VIDEO AND COMPUTER GAMES!

In the days before Christmas, people looking for Nintendo cartridges to stuff into the stockings of their loved ones mainly found empty racks. Every new game seemed to be in short supply.

But since January there has been a steady stream of hot new releases. *Ever Super Mario Bros. 3* and *Double Dragon* are now avail-

able. And it seems the new releases have more personality than games of the past — which all too often seemed interchangeable, like clones of each other. Certainly *Avenger*, *Rabbit Rabbit*, and *Golgo 13* are not imitations of games that have come before

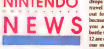
Bionic Commando

Neither is *Bionic Commando*, Capcom's new adventure. Okay, our hero is single-handedly battling the forces of evil in enemy lines, trying to rescue Super Joe and attempting to destroy the Imperial Army's arsenals of the same time. And yes, he's armed with a gun that gets more powerful throughout the game until it becomes a "hyper bionic."

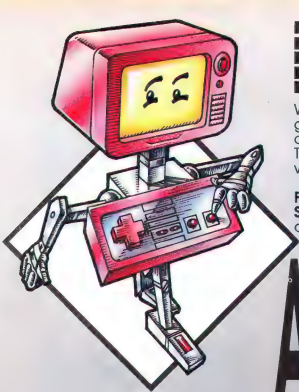
Still, the Bionic Commando does not run, jump, and karate chop his way through enemy lines. Instead, he has a special grappling mechanism called a bionic arm. When he reaches a chasm, or when he needs to reach a high ledge, he just shoots a wire (remember Spiderman?) which is immediately anchored. He then he can either jump or swing the chasm or zoom himself to the ledge.

The game begins on a map of 19 areas. The helicopter which drops the Bionic Commando can travel to any of the zones. Watch out for enemy trucks, however, because when you run into one, you're automatically sent to the battle the enemy controls. Each of the 12 are each different, with dangerous missions to complete. Areas 13-19 are "neutral zones." They contain arsenals of enemies to defeat, but always in the same patterns. You'll pick up vital supplies in the neutral zones that you'll need in the battle zones. Area 13, for example, lights the tunnel in area 6 so you won't have to battle soldiers in the dark.

When you encounter the enemy, you descend into one of two modes — a beach or a desert. Here, you fight the enemy on a short,



1. Study the Bionic Commando map to decide where to descend and where to fight.
2. In area 1, you should quickly get behind the soldier and shoot him before he shoots you.
3. This power beam is deadly; activate yourself up and shoot out the gun turret.
4. This shot's one the core of the main system to destroy it, but watch for soldiers!
5. When you eliminate armored soldiers, they leave behind weapons you can use right away. Pick this power



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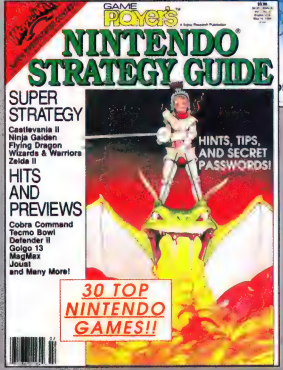

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THE ADVENTURES OF LOLO

In Room 1, Floor 1, get the Heart Framer, and then use Magic Shots to turn Snaky into an Egg and blow it away.

THE GAME

This delightfully different Nintendo game is a puzzle fan's dream come true. In room after room of the Great Devil's haunted castle, you help Prince Lolo as he rearranges objects and dodges enemies him to get to the next level. If Lolo can make his way through all of the rooms, he can rescue the kidnapped Princess Lala. But the way won't be easy. (We've provided plenty of Passwords to help you!)

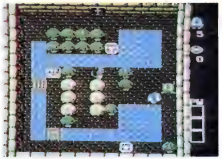
The Adventures of Lolo rewards keen thinking, patience, and a love of puzzles and riddles. There are five rooms per floor, and a total of 10 floors. The basic strategy is to clear each room of the hearts, called Heart Framers, which will open a treasure chest in the room. Lolo takes the treasure and heads for the exit.

There are special Heart Framers which give Lolo Magic Shots to turn some of his enemies into eggs that he can push around and hide behind. Other special Heart Framers provide hammers, bridges, and one-way passes. As you help Lolo on each level, you have to discover all of the ways to use the special powers.

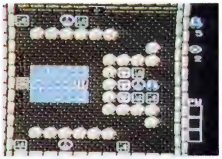
The game sounds simple, but to make it through each room will take good planning and sound strategy.

Hal America

In *The Adventures of Lolo,* learn which items protect Lolo from the slings and arrows of outrageous enemies. Emerald Framers and Heart Framers shield Lolo from Gol's flames and the cursing gazes of Medosa and Donmedosa. You'll have to plan ahead to move them into just the right positions.



Have Lolo wait at this corner in Room 3, Floor 1, until the green Leeper comes down and falls asleep in front of him. Then clear the room easily. (Password BDBR)



In Room 4, Floor 1, box in the Skulls at top and bottom, then move the Emerald Framers at right as shown. Turn the skull into an Egg and blow it away. (Password BGBQ)

This is the Password screen from which you can go to any room on any floor — but *only* if you know the Passwords!

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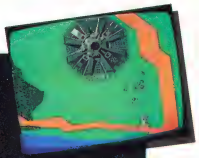

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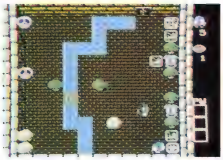
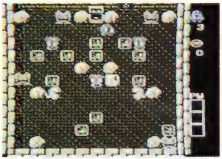
Lolo's enemies can be divided into two categories: those that just get in the way and those that chase or shoot Lolo. The best way to attack each room is to first discover what you can push around to block your enemies and their weapons *before* they come after you.

This is Room 1, Floor 3, in which Lolo must be shielded from the Medosas' cursing gazes while he crosses the river and brings back several Emerald Framers. (Password BQBG)



Finally, in Room 1, Floor 3, move all the Emerald Framers across the river into the positions shown. Grab the final Heart and race to the Chest at top.



In Room 2, Floor 7, you have to do less than you might think. Move the Emerald Framers on the right side as shown. (Password CZYY)

The first step in Room 1, Floor 3, is to turn Snaky into an Egg and move it in front of the Medosa. The Heart Framers in the Center give you a Bridge power option.

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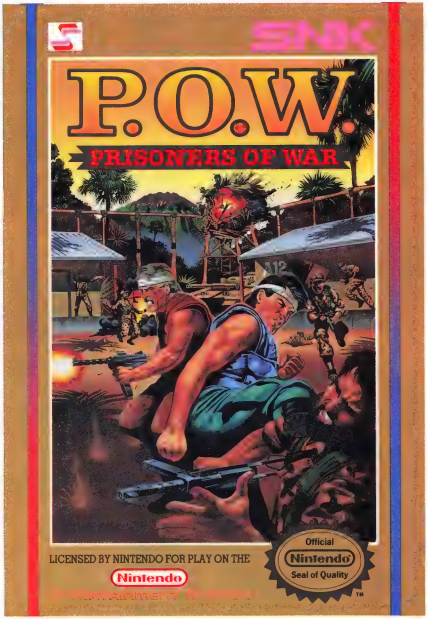

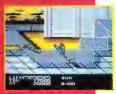

Surrounded . . . Captured . . . Imprisoned in an enemy war camp! You'll have to fight your way to freedom with your bare fists. But if you can break into the ammunition depot, you'll find grenades, knives, and M-16's to tilt the odds in your favor. This is the prison camp they called "escape-proof." But they've never had to reckon with this P.O.W.!

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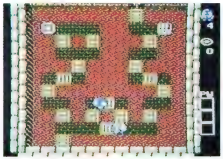
On certain floors, you should use Eggs to float across water. It may not be apparent at first in which rooms to do this. In other rooms, Lolo may earn a bridge option. Be careful where you place a bridge because it can't be moved.

In Room 2, Floor 3, first imprison the Alma by turning it into an Egg and moving it. Then turn Snaky into an Egg and float across. (Password BRBD)

Study the position of these Emerald Framers in Room 1, Floor 10. This is the winning position. (Password DVYB)



In Room 1, Floor 9, Lolo is pursued by one Alma. Wait at this spot, then take off for the heart at the upper left. You have to be fast. (Password DMYJ)

The next step in Room 2, Floor 3, is to walk back across the floating egg to get to the open treasure chest.

MODERN DAY WARRIOR

coming soon!

NINJA 外伝 GAIDEN

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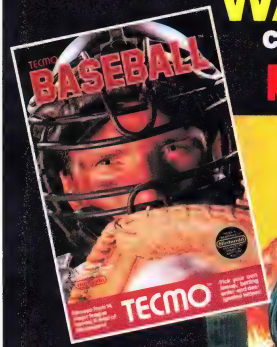

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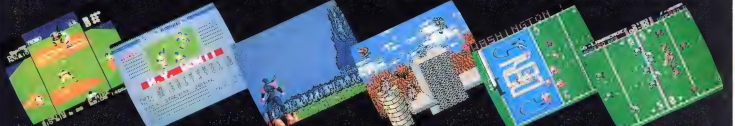


TECMO

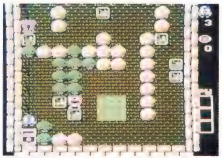
Victoria Business Park 18005 S. Adria Maru Lane, Carson, CA 90746 USA PHONE: (213) 329-5880 FAX: (213) 329-8134

1-800-338-0338

In many rooms, *how and where* you move the Emerald Framers to block Lolo's enemies will be the key to clearing that area. When Emerald Framers are against a wall, there's no way to push them out. Remember that when you're moving them around.

Room 2, Floor 2, is easier than it first appears. Position the Emerald Framers as shown here. (Password BKBL)

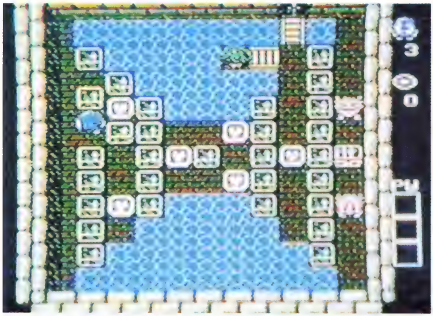
In Room 4, Floor 2, avoid being boxed in by Rocky as you pick up Heart Framers. You will get a Hammer power option to break the rock. (Password BMBJ)



This is the solution to Room 1, Floor 8. Study the position of Lolo and all of the items. (Password DGYQ)

Box in this Donmedosa in the middle of the screen as shown in Room 3, Floor 2. Then, pick up all six Heart Framers. (Password BLBK)

We've provided *some* of the passwords to the many rooms in *The Adventures of Lolo*, but there are many more you must find for yourself by clearing the rooms that come before and after those we've given you. If you get stuck, don't give up. Leave that room for awhile, and come back to it later. Sometimes the answer will seem to appear out of nowhere!



Room 1, Floor 5, calls for major movement of Emerald Framers to get to the other end of the room. Use this technique to get to the Hearts. (Password CHZP)

In Room 1, Floor 6, notice the position of the Emerald Framers near the top of the room. You will have to push single Framers down later. (Password CPZH)

This is the final arrangement of Room 1, Floor 6. Emerald Framers protect Lolo in every direction.

This is the final move that allows Lolo to get to the door at the top of Room 1, Floor 5.

BIONIC COMMANDO

In the early areas, get used to the bionic arm. It can be tricky, for example, to swing up behind this enemy soldier. You don't want to be too close. If you are, your bullets will be ineffective.

THE GAME

Take Tarzan, put him in an urban setting, give him an artificial vine, and you've got *Bionic Commando*.

Sent behind enemy lines to rescue Super Joe and thwart a hideous plot to rule the world, our hero seems outnumbered. But he has a secret weapon — a "bionic arm." With this grappling mechanism, he can shoot a wire that anchors whenever he reaches a chasm or needs to reach a high ledge. Then he can either jump or raise himself.

The game begins on a map of 19 areas. An allied helicopter takes directions from you, the commando, and will transport you or descend to any of the areas. Encounter an enemy vehicle, however, and you'll have to descend immediately and do battle.

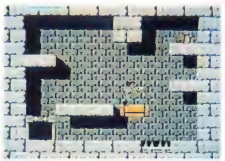
Areas 1-12 are each vastly different, with hordes of enemy soldiers to defeat. Areas 13-19 are "neutral zones." There are masses of soldiers, but you won't be fired on unless you shoot first. Find vital supplies in the neutral zones to complete other areas.

You'll love sending your daring young man flying through the air in *Bionic Commando*. Plus, the game also has great graphics, varied game play, and all the fast action, you could hope for.

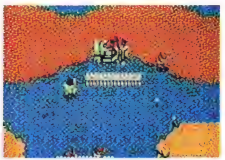
Capcom

Even though the areas are not numbered consecutively, you should enter rooms as you come to them. This way, you'll have fewer encounters with enemy vehicles, but, more importantly, you'll find more powerful weapons *before* you need them. If you try to journey to the rooms numerically, there will be several you won't be able to complete.

When you find a communications room, be sure you get in touch with your own allies *and* tap a wire to find out what is going on in enemy camp. You'll get valuable clues with both methods.



There are two rooms in the neutral areas in which you search for clues. In some you'll find communicators. Others hold weapons. And occasionally, you'll have to interrogate enemy soldiers.



If you encounter the enemy you'll have to descend immediately. Battle scenes will scroll vertically, and you'll have to use your bionic arm like a mace.

GO FOR THE QUEST!

Your mission is to end the terror of Count Dracula's curse by tracking down his missing body parts. How? Simply complete 4 exciting levels of play as you search through a maze of graveyards, creaking mansions and dark eerie forests. But watch out! Each is guarded by man eating werewolves, fire throwing Zombies and other evil demons. So use your magic weapons.... when you can find them....to help you on your quest. But as the sun goes down, Count Dracula comes out, so beware!

TIGER LCD VIDEO GAMES
VIDEO EXCITEMENT IN THE PALM OF YOUR HAND

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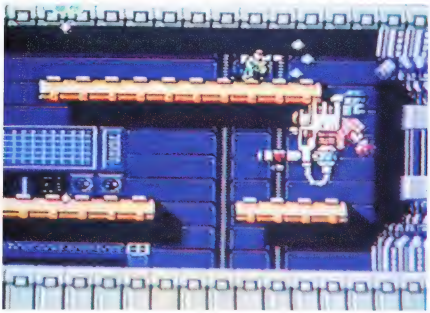
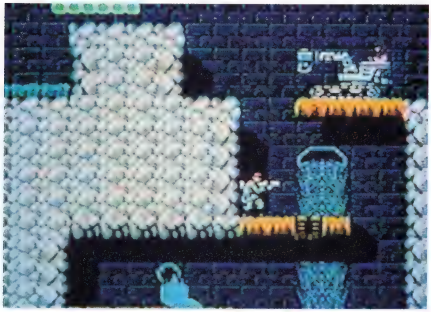
Tiger Electronics Inc. 980 Woodlands Parkway, Vernon Hills, Illinois 60061.

TIGER

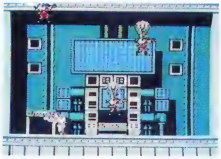
If you don't move fast, you'll get snowed under in the drifts of area three. There's no shortcut here — you'll just have to extend your arm to the trees when they're close by. When there's a gap between trees, walk as quickly as you can and keep extending your bionic arm until it hits the tree. He who hesitates is surely lost.



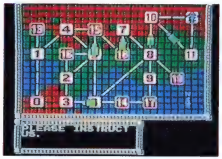
The machine in the area five arsenal room only moves up and down. You should jump to the third ledge and shoot the gun on the generator, then get behind the machine to destroy the generator itself.



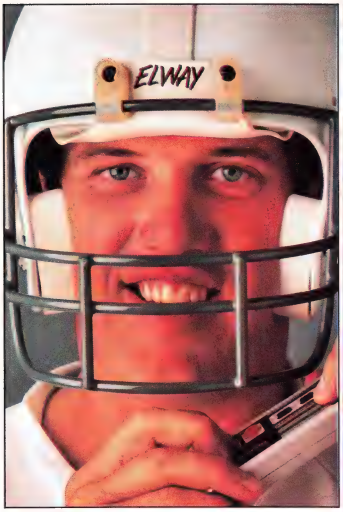
You'll need the rocket launcher before you can finish area two. Don't let the puddles carry you away — just swing up in front of the crane. One blow destroys the crane, one more kills the driver.

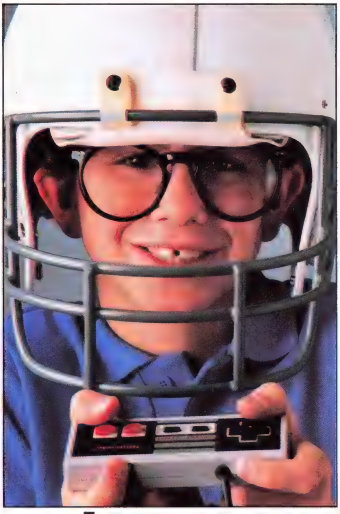


Before too long, you'll find nasty surprises waiting for you when you finish wire tapping the enemy. You don't have to kill the soldiers to leave the communications room. Just head for the door.



As you work your way to the right side of the map, you'll see that the secret tunnels you've uncovered have appeared. Also, once you rescue Super Joe, he'll give you advice on what areas to search.





One great quarterback deserves another.

It's third down and a long four to the first down that will stop the clock. No time-outs left. The weak side linebacker is lined up inside his defensive end. They're coming! You check-off the play at the line of scrimmage and call for a quick pass to the tight end. He breaks it for a T.D.!

It's not the SuperBowl, it's the super new video football game for Nintendo Entertainment Systems, John Elway's QUARTERBACK.™ So real you see the game like a quarterback does, from the line of scrimmage. You call the plays, you beat the blitz, you make it happen.

Named for the quarterback who twice won the AFC Player of the Year Award, this is the game cartridge made for every kid or grownup kid who ever wanted to play the game as well as John Elway.

Get it now before time runs out. Remember, you have no time-outs left.

Look for John Elway's QUARTERBACK™ wherever you find Tradewest's other block- buster hit, Double Dragon.™!

OUR NAME GUARANTEES A GREAT GAME.

TRADEWEST

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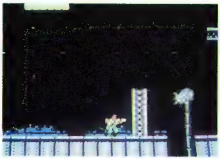
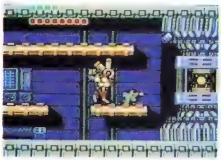
By the time you arrive in area six, you'd better have mastered all the uses of the bionic arm. Here, you'll have to be able to shoot the arm in mid-air, so you can jump from pole to pole without having to land in between. You'll be a better target this way for the enemy, but you'll also avoid long (and deadly) falls.

Be careful as you proceed upwards toward the communications room in area five. These blue balls will fall as you approach. You'll also run into airborne soldiers for the first time in area five.



Without some pretty powerful weapons, you won't get very far in area six. This barrier can only be destroyed once you have the rocket launcher and rapid fire. Then a single shot will blast it away.



Don't panic when you see the guard in the area six arsenal. He looks tough, but all that metal has evidently sapped his brain. Just get behind him and blast at the generator.

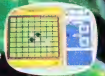
These big Venus flytraps will pop out suddenly in area three. You can avoid them by looking carefully at the grass. If it is a slightly different color and seems to be waving, expect a big plant.

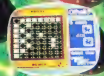
It's as simple as black & white, but it can blow your mind...

Othello

A Minute to Learn... A Lifetime to Master

It's a never-ending challenge, whether you pit your wits against the computer or a friend. In a split second one move can win the game. Your opponent traps your discs and flips them to his side. Unless you beat him to it. The advantage shifts from Black to White and back before you can say Othello. With four skill levels to boggle your mind, no matter which you play, you'll flip!





Look for Othello for your Nintendo Entertainment System.

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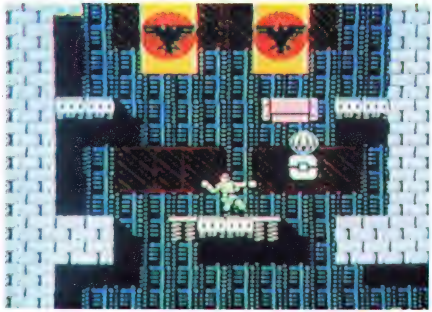
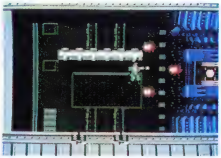
Pay close attention when you're in the neutral zones. You don't want to keep an eye on enemy soldiers, you want to keep your finger *off* the trigger. One shot and you'll be ambushed. But as long as you don't fire, you can proceed without attack. It's a lot harder than you think, especially when you come out of the neutral zone rooms.



Periodically, your allies will parachute extra supplies to you. Shoot the parachute to see what the supply is, then pick it up if the risk is worth it. You can get bullets, medicine, or a power shield.

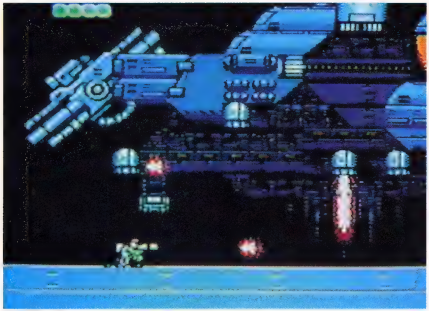
It helps if you have three-way fire when you meet airborne soldiers like these in area seven. It's difficult for them to shoot you if you're directly below them, but you can still shoot them.



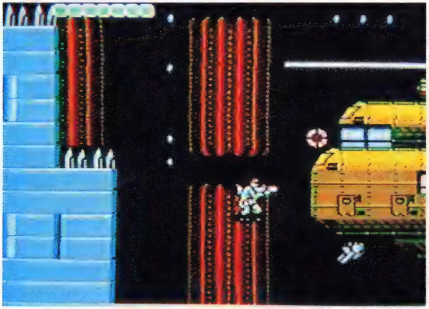
In area twelve, jump to this position as fast as you can and fire away at the power supply. Later on you'll be in this same position — except enemy soldiers will be attacking, too.

In an enemy encounter, your gun is more powerful than your bionic arm. And watch for soldiers or jeeps with eagles on them. Shoot the enemy, pick up the eagle, and your firepower is increased.

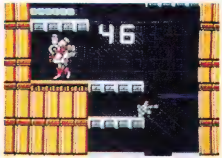
You might want to skip neutral zone 19. You'll have two enemy encounters trying to get there, and even then, you won't earn anything valuable. Find any people to interrogate, or uncover any secret tunnels.



You can destroy the revival device by blowing up Albatros. Use your bionic arm to climb up on the engines, then shoot at Albatros's orange heart. Stay clear of the engine flames.



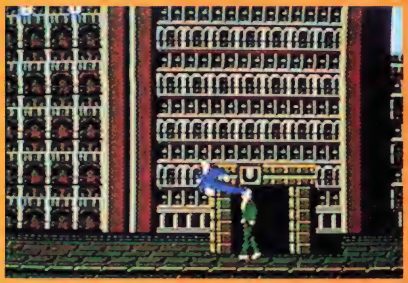
To blow up the helicopter, you'll have to free-fall from a ledge above and fire into the cockpit. You'll die for sure once you hit the ground, so jump as near to the cockpit as possible and fire away.



You're *still* not through! You have to get out of the base before it explodes. You don't have time to fight, so just avoid this soldier and get to the surface as fast as you can.

Success. You and Super Joe are air lifted from fiery carnage. You can sleep well knowing you have saved the world from the horrific plans of the Albatros.

GOLGO-13: TOP SECRET EPISODE



You start the game without bullets. Use your jump-kick to knock out the first enemy agent. After that, you'll receive life points and extra ammo for every victory.

THE GAME

Golgo-13 has all the slam-bang arcade action any Nintendo lover could ask for — 13 levels (called acts in this game), at least half of them sadistically difficult. What makes the game outstanding, though, is its blend of shoot-em-up action with elements of role-playing, quest-busting, and clue-finding.

A helicopter carrying a potent chemical warfare vaccine is blown up over New York by a "stinger" missile. The CIA blames freelance secret agent Duke Togo (alias Golgo-13). But another agency, FIXER, thinks the shoot-down is the work of the evil DREK empire, and hires Golgo-13 to recover the drug.

As Golgo-13, you travel to European cities, through deadly underground mazes, into the air — even underwater.

You'll battle deadly opponents every step of the way, but you'll also have to collect clues. Visit tourist attractions, airports, subway stations, hotels, and office buildings. And hold conversations with colorful, menacing, and sometimes beautiful strangers.

Golgo-13 is the first NES game to simulate a James Bond-type adventure. It's a huge, sprawling, action-packed, intensely involving game, and one that's sure to attract a big following.

Vic Tokai

Some of the pedestrians you meet in your travels will just walk by. Some will stop and chat (and maybe feed you a juicy clue), and some will be assassins sent to kill you. There's no way to tell who's who by appearances. To be on the safe side (and provided you're well supplied with ammo), shoot *everybody*. Fortunately for them, your bullets will not harm innocent bystanders or potential informers, but all would-be assassins will explode in a ball of light.

Once you've read all the information in one of the animated dialogue windows, push the A button to go on to the next segment of your conversation.

Some of your best clues will be found in airports, subway stations, and hotels. Be sure to visit all of them, or you may miss something important.

Motorcycle Willy is a dangerous assassin who'll try to run you down without warning. Shoot him in mid-air if he tries to jump. If he comes at you low, jump over him and he'll (usually) ride away.

HAL America Brings You 2 Hot New Games!

ADVENTURES OF LOLO™

Challenge Your Wits With LOLO: *The excitement sizzles with this one. Can you help LOLO save the princess LALA from the Great Devil? You must guide LOLO through a series of 50 different mazes filled with evil spirits. Each maze offers an ingenious triple challenge: dodge the evil guardians, move the maze objects in correct sequence, and solve the lethal puzzle by collecting the power objects. A game the whole family can enjoy, LOLO, from HAL America, is designed to improve your thinking skills.*

ROLLERBALL®

Challenge Your Skill With ROLLERBALL: *Fire up for the ultimate pinball challenge. Four vertical scrolling screens extend ROLLERBALL's play area, and your fun. You can have multiple balls on all four screens. It's hot! Can you keep your ball in play long enough to reach the highest score? Play against the game, or one on one with friends on the second screen, hockey version. You'll become a pinball wizard! It's the perfect family game (parents will love it because there's lots of fun, but no violence).*

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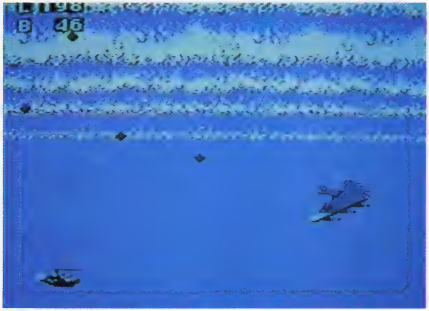
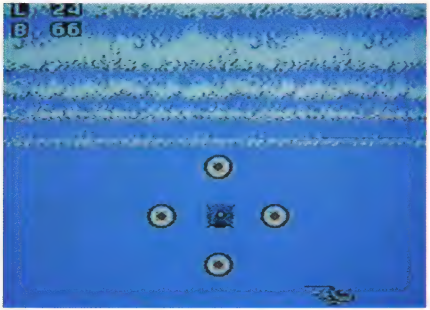
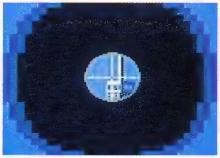
On every level of *Golgo-13*, some of the action takes place in what the instructions call the "pan-zoom" mode. The point of view suddenly shifts to what Golgo-13 sees from behind the sights of his customized M-16. You'll never survive if you don't make every shot count. On all the NES machines *Game Player's* used to test *Golgo-13*, more kills were scored by aiming just slightly to the left of the target (about the width of two pencil lines) rather than trying to center the ring-sight directly on it.



Some of the game's hottest action is airborne. Don't waste shots on these flying wing bombers — just study the patterns of their floating mines and steer between them. It isn't hard.



You *can* avoid "Rolling Thunder" if you're too low on ammo to blast it, but it's very hard to do. It's much better to make sure you have at least 25 rounds or more before you get to this screen in Act 2.



At the climax of Act 2, you'll have to eliminate a KGB sniper in a tower. Taking aim from a hovering chopper is not as easy as it looks, but if you're patient, you'll get a "lock on" eventually.

In this pan-zoom action sequence, you can either shoot the leaping human assassin or the incoming warhead. Always go for the warheads first — they can kill you much faster than the gunmen.

THUNDERCADE™

Terrorism has reached new heights. AATOM (Atomic Age Terrorist Organization of Miracali) has constructed its own nuclear power plant, and threatens the world with atomic terror.
The world powers have decided to initiate operation THUNDERCADE to stop AATOM. Equipped with a high-performance combat motorcycle, sidecar cannons, and backed by a precision B-7 bomber, you set out on your dangerous mission.
Start in the city streets and continue through bases, woodlands and the fortress before reaching the heavily guarded nuclear power plant.
With a hit-miss ratio display at the end of each stage, you can improve your attack efficiency.
Have a friend join in and save the world together!
Go for the challenge!!!

American Sammy Corporation
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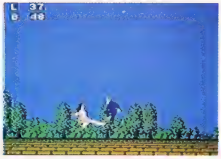
Master the jump-kick maneuver early and be prepared to use it often. It takes a full second for Golgo to draw and fire his pistol — and on some of the more dangerous screens, that's just not fast enough. Moreover, he cannot shoot while jumping, but his kick is deadly, has a pretty good range, and — above all — is fast. (It would also help if you had six or seven fingers on each hand, since you have to push three buttons at once for maximum maneuverability ... but five will do, if you practice hard.)

In Act 4, Golgo flies to Athens, where he is promptly ambushed. The attack choppers come in high and fast on this screen — faster than in previous attack sequences. Be prepared for them.

Most action in this game scrolls horizontally. When you see doors or steps, however, push the "up" arm on the control pad, and you'll be able to climb, descend, or enter a different scene.



Just after you walk left from the Parthenon, you'll be assaulted by karate-killers in mini-skirts. They are quite deadly, but they only attack a few times. You can avoid them if you're prepared.

If you're low on ammo, wait for a sure shot. Motorcycle Willy will attack near the Parthenon. Duck under his wheels on his first pass, then duck, jump, duck, jump and duck on subsequent passes.

QUICKSHOT FOR HOTSHOTS
NEW INFRARED WIZMASTER

QS-118NR

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QS-118N

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QS-118F

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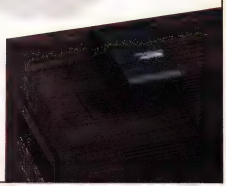
QuickShot means quality, and Wizmaster is the newest in the exciting line of QuickShot controllers. Look for QuickShot at major retailers nationwide.



QuickShot®

by BONDWELL

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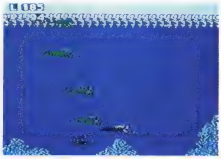
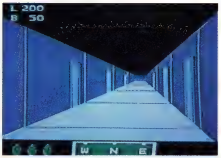
There are several airborne sequences in the game. In each of them, you will be attacked by a big, deadly, revolving weapon called "Rolling Thunder." It is possible (just barely) to avoid it, but you're better off positioning your chopper so you can fire at the center even while its whirling fireballs strike you. You'll lose most of your life points, but when Rolling Thunder blows up, you'll receive plenty of new ones. But *don't* try this with less than 25 rounds of ammunition.

In the scuba scenes in Act 5, the underwater targets move slower than earlier ones. Their angles are deceptive, though, because of the water. So getting through this battle is not as easy as it first appears.

Don't even try to knock out this underwater fortress. It's impossible. Just use timing and evasive action to avoid its shots.



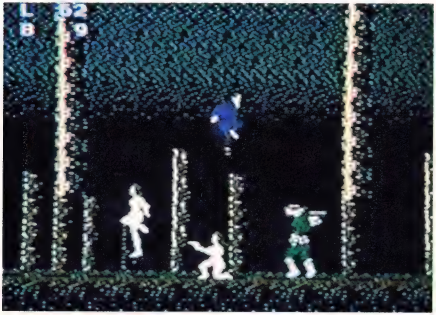
Use an old fighter pilot's trick to deal with enemy frogmen: Drop down to the bottom, let them pass over you, then come up fast from behind and let 'em have it.



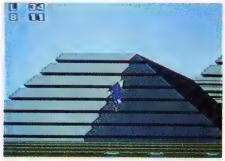
Before you enter the maze in Act 7, be sure you have a supply of hand grenades. Once inside, you can obtain more by killing soldiers who are armed with machine guns or bayonets.

When assassins crouch to take aim at you, and you have no time or room to draw a gun or use your jump-kick, simply leap over their heads, land behind them, then spin around quickly and take aim. About half the time, the assassin will stand up with his back turned to you and give you an easy shot. Not very sporting perhaps, but effective.

Booby-trapped walls will suddenly crash down in front of you, blocking your progress with debris. Use your grenades to blow a hole through the obstacle.



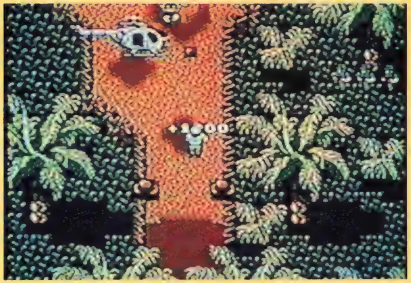
In Act 8, some enemies will fire "stinger" missiles at you. React *very* quickly to survive, since it takes more than one shot to eliminate them. You'll also have to deal with the karate sisters.



When you reach the modernistic setting in Act 9, watch out for a row of land mines. You must jump over them, but be extra careful when you do, because they're unevenly spaced.

Near the end of the game, you'll be underwater again. Floating mines cannot be destroyed, and their touch is deadly. You must swim around them, avoiding all contact.

GUERRILLA WAR



Helicopters will sometimes appear to spray bombs over the area. Be prepared to dodge the projectiles until the helicopter disappears.

THE GAME

The CIA tried and failed. The Green Berets wouldn't touch it with a 10-foot bazooka. In *Guerrilla War*, it's up to you. The mission? Free your compatriots and save an island country from an evil dictator.

To complete this mission, all you have to do is fight through the jungle; secure a small farm; swim a river; navigate a coal mine; blast your way through two cities, a sewer, and a military base; and assassinate the strongman in his palace. No problem.

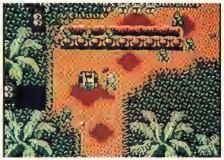
The sinister sovereign will use helicopters, foot soldiers, tanks, gunboats — even a bulldozer — to try to stop you from overthrowing him. Under each red soldier is a boxed letter that represents a special weapon or an extra life to aid you.

You must destroy one enemy leader at the end of each level before you can advance. These leaders are usually piloting a heavy metal machine spraying shrapnel, so be careful.

The game captures all the action of the arcade version, but, unfortunately, when the game ends, you can pick up right where you left off. Experienced gamers can finish *Guerrilla War* in an afternoon. However, a difficulty selection is featured, so you can begin play at any level except the last and gauge your improvement.

SNK

Figure out each leader's pattern from a safe distance before heaving grenades at him. Often there are areas on the screen where you can safely station yourself and destroy the leader without giving him the opportunity to do the same to you.



Tanks labeled "IN" will appear on the screen. Climb in by placing yourself atop the tank and pressing the A button. When the tank is out of gas, it will flash from green to red before exploding.

To leave the jungle and enter the farm, you must first destroy this personnel truck. Stay out of its way and keep lobbing grenades at it as it makes passes across the screen on the road.

Power-up items are represented by a boxed letter. Here, a flame-thrower can just be picked up. It is powerful, and its flight distance is longer than that of the machine gun or grenade launcher.

CSG IMAGESOFT INC

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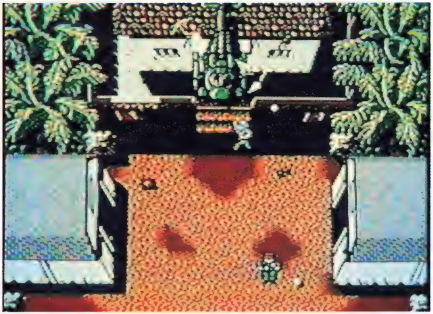
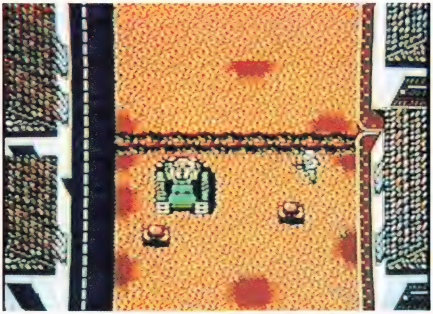
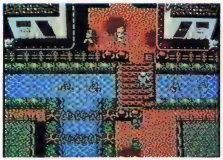
Obtain the power-up items hidden by the red and yellow soldiers whenever possible. The increase in offensive power will be necessary as you start to encounter greater numbers of enemies armed with increasingly dangerous weapons.



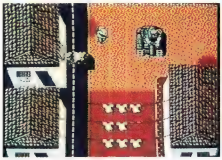
You'll have to destroy this dangerous flying machine to get beyond the farm. Lob your grenades up at the helicopter to beat it, but be careful. It will be lobbing bombs back down at you.



Annihilate the tank while avoiding the land mines to continue through the fortress. Touch a land mine and you're dead meat.

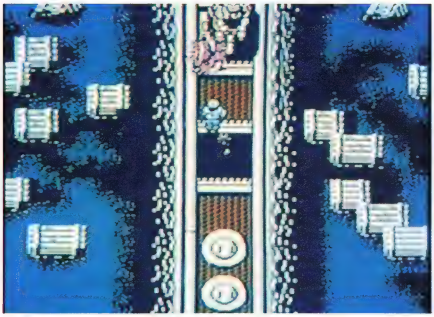


Inside the fortress and throughout the game, hostages will dash across the screen screaming for help. You'll get 1,000 bonus points for each hostage you rescue.

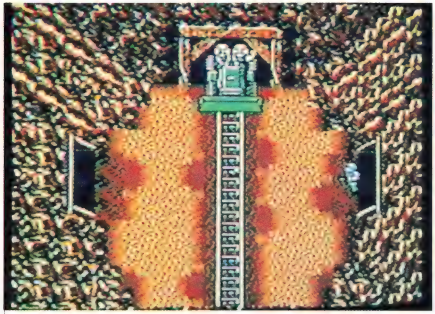


A high-power tank awaits you at the far end of the fortress. Figure out the driver's pattern before trying to destroy the tank. For cover, try using the underwear hung out to dry.

Remember that you can fire your machine gun and lob grenades *simultaneously*. Using this tactic will make it easier to destroy the large tanks and bulldozers. It will also help you defeat the dictator himself in the final battle.

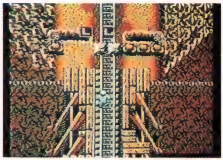


Two stationary tanks will try to prevent you from getting off this causeway. Unfortunately, you will have to move in precariously close in order to neutralize them.



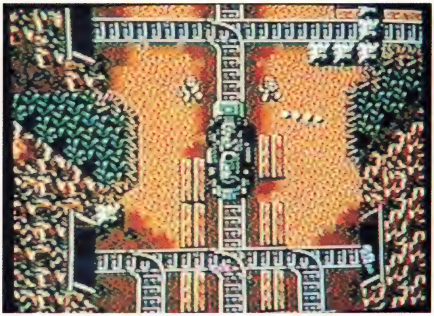
Yes, even earth-moving equipment opens fire on you in *Guerrilla War*. Blast this bulldozer to enter the coal mine.

You get a breather inside the coal mine — no enemies, just hostages to rescue. Each captive you lasso is worth 1,000 points. Use your control pad to adjust your speed, and hit the A button to rope a prisoner.

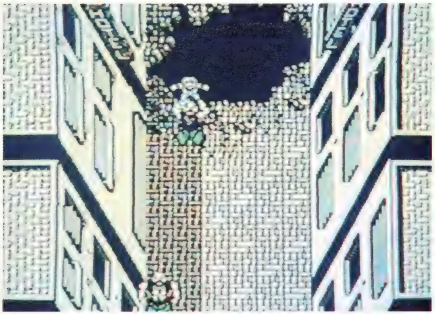


Acquiring a boxed "L" launches bullets that travel farther than those of your machine gun. Like all of the power-up items, the bullet launcher can be used until you die.

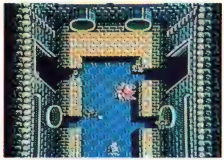
When tanks are made available to you, climb into them as quickly as possible. The tank has only a limited amount of gas, which is being used whether you are inside the tank or not. Also, remember to get out when it begins flashing from green to red — this means it's about to explode.



What's this thing? A train? A tank? Whatever it is, it's dangerous. Unlike other leaders, this monster disperses marksmen while shelling you. Stay where our guerrilla is stationed to be safe while firing.



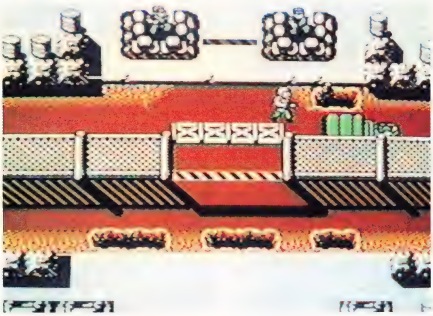
Now charge through the capital on your way to the palace. Be on your toes — the city is not the guerrilla's natural habitat. Reach the middle of the city and these thugs will hurl you into the sewer.



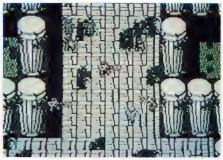
If you can make your way to the end of the sewer, begin firing at the location shown exploding on the screen. This will spark a spontaneous combustion that will send you safely back up to the city.

You guessed it, another area boss is nestled inside a terrible tank. Again, figure out his pattern and then move in for the kill.

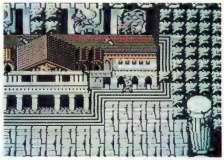
Before aiming your sights on the dictator in the final confrontation, knock out the four cannons defending the palace. Then you can concentrate on your ultimate goal — eliminating the strongman and freeing your homeland.



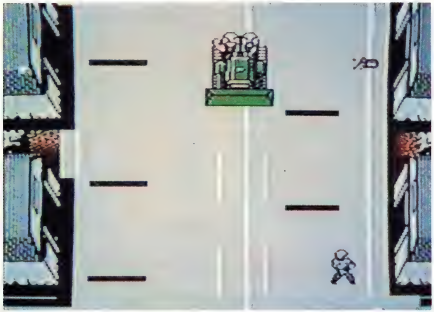
You're almost there! Before charging the final military base, you must rid the world of this truck. Stay behind it while firing to avoid getting run over.



You can almost taste victory. However, these palace guards are going to try to make sure all you get is a taste. They traded in their guns for bazookas, so be especially careful.

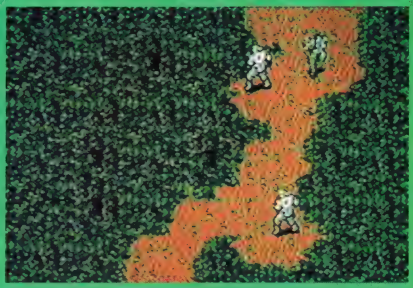


Hero or casualty — the choice is yours. Keep moving and study the paths of cannon fire and of the bombs hurled by the dictator. If you have a power-up item here, your chances will improve dramatically.



This bulldozer is faster and more dangerous than the one that guarded the entrance to the coal mine. Keep moving — this heavy metal monster is as hard to defeat as the vile dictator.

METAL GEAR



The jungle trail screen is the toughest part of the first level. Your timing must be perfect and your movements quick and precise. Move just as the two guards are facing left. If you're a split second off, you'll fail.

THE GAME

Metal Gear is not so much a simple arcade game as it is a kind of military quest-adventure. A quick trigger finger is necessary, of course, but progress in this game rewards patience, cleverness, and good planning even more than quick reflexes.

As the Marine super warrior Solid Snake, your mission is to infiltrate the domain of madman dictator Vermon CaTaffy. Then you must destroy his "Doomsday Machine," an awesome weapon known as Metal Gear. To do this, you must penetrate five heavily defended strongholds, some of them three stories high. You can pick up useful items and potent weapons along the way, and the key to the game is matching the right weapon or item to the specific situation.

Metal Gear is so challenging that the manufacturers even packed a detailed map of one level of CaTaffy's layout in each game box — something few NES game makers have ever done — as if *daring* you to win even with such an advantage. A legion of Nintendo fans has taken up the challenge and discovered that, even with a map, *Metal Gear* is one of the toughest and most addictive games on the market. This is a Nintendo classic.

Konami

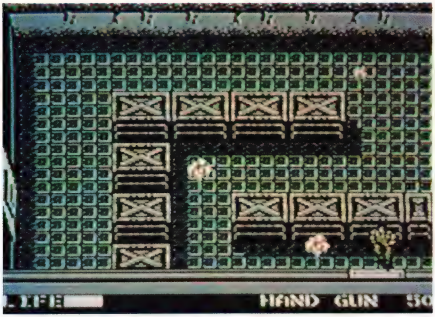
The deeper you go into enemy territory, the more important it is for you to make frequent contact with headquarters on your transceiver. Commander South, your boss, will update you with any new intelligence reports about the location of allies, and special weapons or equipment inside CaTaffy's fortress.

Your first pass card is inside one of these trucks. You'll have to sneak by the guards, not overpower them. Once you get the card, you gain access to Building One.

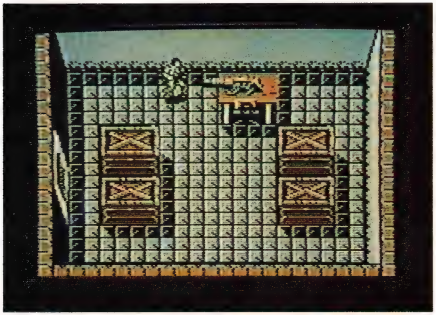
Keep your transceiver tuned to 120.85 (it sometimes drifts, so re-set it as necessary). You'll receive valuable intelligence updates, and you can call in for assistance.

On the far side of Building One, you'll find card No. 4 inside the truck closest to the wall. This card opens the door in front of the truck.

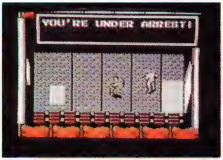
To access every part of CaTaffy's stronghold, you will need to open eight doors, using special security cards. The manufacturers, sneaky devils, "forgot" to show the location of the cards on their maps (no sense in making it *too* easy!). You'll find the first one inside a parked truck, early in the game. As for the others, well, if you search diligently, you'll find them when you need them.



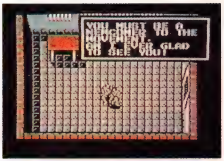
To escape this gas-filled room (Building One, first floor), you must drop your gas mask and use card no. 1. Make sure you have enough life points, because the gas will damage you while you change items.



In a room on the third floor of Building One, you'll find a grenade launcher. Go down-screen when you get off the elevator. You will need card No. 2 to enter.

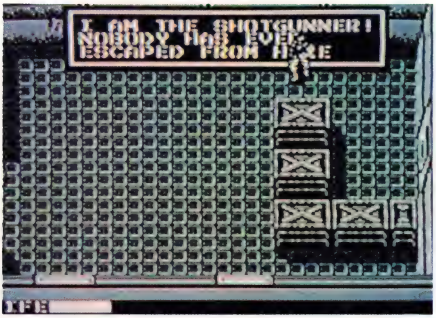


There's an important person in solitary confinement. The best way to reach him is to let the enemy capture you. Do this inside a truck on the first floor of Building One. Unfortunately, you'll lose all your weapons and equipment.

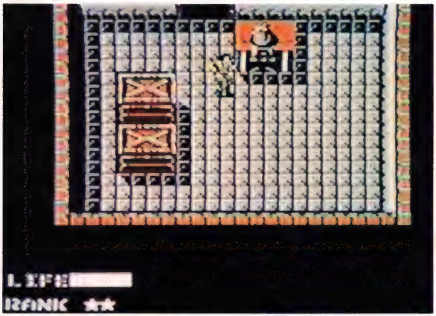


Once you're thrown into solitary, punch a hole in the west wall of your cell — this lets you into the neighboring cell where you'll meet agent Gray Fox, who has vital information.

Some of the most hazardous moments in the game occur *after* you've been inside a room or vehicle where you've located a pass-card or a special item of equipment. The enemy is usually waiting just on the other wise, ready to ambush you. Have your weapon ready and be prepared to act fast before you step through that doorway or over that tailgate.

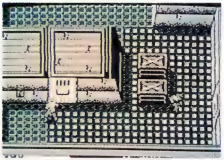


Be prepared to meet a new foe just after you leave Gray Fox's cell. He talks tough, but if you get close and use your machine gun, you can blow him away easily.



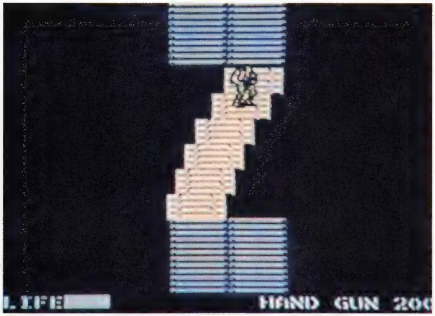
But first, get your equipment back. Dodge the Shotgunner and run through the door on the bottom-right of the screen. You'll find all your weapons stored there. Select machine gun and go for it.

On the second floor of Building One, you'll encounter the Machine Gun Kid. Knock him out (he takes ten hits), then go through the door behind him, where you'll find the iron glove.

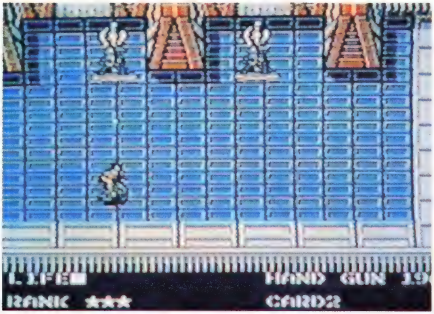


Be sure your life force is full before venturing over these heat panels. Cross them quickly, or they will drain you to a dangerously low level.

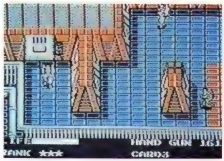
As you make progress, you'll come across prisoners whom you will set free. Some of them will have useful information. Just releasing them, however, helps you advance in rank and acquire more stars. Many of the more important weapons, characters, and special items of equipment will not be made available until you have achieved a certain rank.



To get from one side of the roof to the other on Building One, you must cross this treacherous swinging bridge. Slow-motion (if your controller is equipped with it) is a big help.



The Twin Shot gunners guard the cell of Dr. Petrovitch. Scoot to the upper corner and lob grenades at them — that's the only way to kill them.

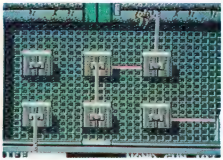


You have only a few seconds to run to the door before deadly heat panels are turned on. *Start* your run at the edge of the previous screen and be ready to shoot anyone that gets in your way.

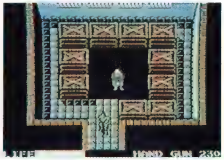
You'll need three star rank and at least 11 mines to destroy this monster tank, which blocks your entrance to Building Two.

The design philosophy behind *Metal Gear* is a bit unusual. As elaborate and full of dangers as the advanced levels are, the game's *hardest* scenes occur at the very beginning, when you're trying to sneak through the jungle past numerous sentries and guard dogs. There is one screen involving two guards on a jungle trail that seems flat-out impossible. It isn't, but getting through it requires touch and timing. Patience is needed, not firepower — if you try to kill all the sentries, you'll never clear the first level. Once you're inside the buildings, things do get a tiny bit easier. Well, most of the time anyway.

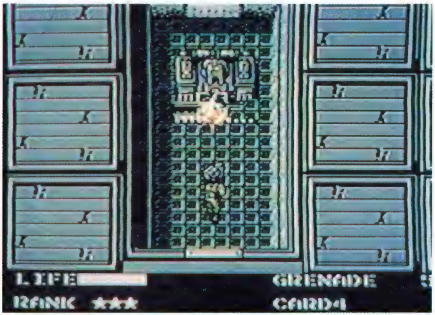
Just beyond the tank, you'll encounter a deadly mine field. If you found the mine detector on the roof, you can see how to avoid them — otherwise, you'll suffer a lot of damage.



If you have infrared goggles, you can easily dodge the sensor beams in this room. If you don't have them, you'll set off an alarm and the enemy will swarm all over you.

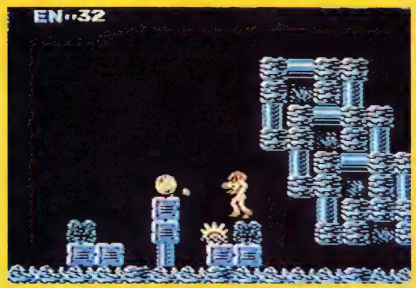


On the second floor of Building Two, you'll find a prisoner who claims he is Dr. Petrovitch. Watch out — he's a fake, and if you get too close, a pitfall opens under your feet.



The first deadly foe in Building Two is Bull Tank. You can only destroy this behemoth with nine rounds from your grenade launcher.

METROID



When you start, go to your left on the screen. You'll soon see the Maru Mari, a power item that enables Samus to roll like a ball. It's useful when trying to get through narrow passageways and tunnels.

THE GAME

Deep inside the fortress planet of Zebes, space pirates are breeding an alien life form called *Metroid*. You are Samus Aran, the best space hunter this side of the Milky Way, and your mission is to prevent the Mother Brain from using the Metroid to destroy the galaxy.

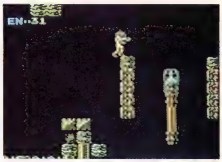
Demolition is the name of this game because what appears to be a dead end probably isn't. Bomb or fire into walls, floors, and tunnels to gain access to secret rooms and corridors. To do this, you must first obtain the bomb and the Maru Mari.

When constructing or reading a map of the fortress, use the various colors of the corridors and rooms as reference. You'll have to retrace your steps more than once to complete the mission.

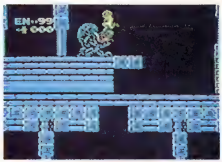
You should also have a good energy and missile supply when attacking Kraid and Ridley, the Mother Brain's cosmic hoodlums. Before meeting Kraid, find the Varia, which cuts in half the amount of energy you burn when hit by enemies.

If you are successful in destroying the Metroid-breeding brain and escaping Zebes, you will discover that Samus Aran is really ... well, maybe you should find out for yourself.

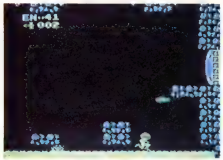
Nintendo



Missile rockets can be found behind a blue door in the yellow corridor and in several rooms throughout Zebes, so keep an eye out for them. Each rocket stores five missiles.



Early in the game, get the long beam, which stretches your attack range to the edge of the screen. You'll need at least five missiles to penetrate the red door to the room with the long beam.

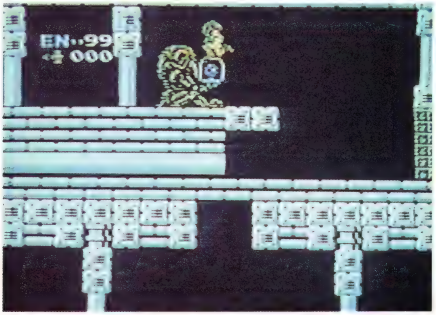


Try to stay out of the lava. While it won't kill you, swimming in it uses an inordinate amount of energy units. Quickly leap out onto the nearest surface, be it rock or frozen Waver.

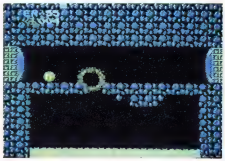
Use your ice beam to freeze enemies. This enables you to use them as steps to heights you otherwise couldn't reach. Because of this advantage, the wave beam should either be ignored or traded in for a good, new or used, ice beam. Remember that frozen enemies thaw, so be ready to zap 'em again when they come alive.

As with so many Nintendo adventures, mapping is of critical importance. Note the difference in the colors of the vertical corridors and use them as reference points. The Fortress of Zebes is a maze and it will be necessary to retrace your steps to successfully complete this game. Because you will be bombing through walls, floors, and ceilings, it won't be long before you're lost if you don't draw a map as you go.

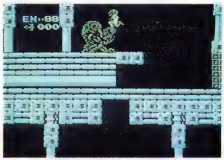
Rios hang from the ceiling until they spot prey, which in this game is you. When you see one, stop moving and wait for it to swoop down in front of you. Then begin firing fast while holding your position.



You should also stumble upon a bomb box early in the game. Acquiring it will allow you to detonate explosives while rolling in the Maru Mari position. This renders you invulnerable to enemy attack.

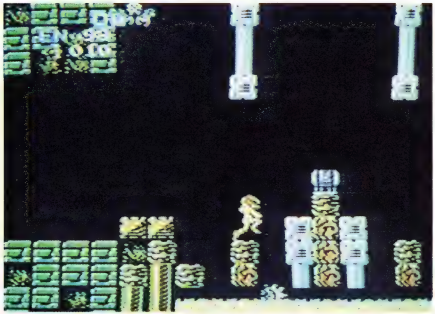


Often ordinary passageways sit atop critical secret areas you'll need to penetrate to navigate through the fortress planet. Use the bomb to blast your way through barriers.



The ice beam is located in the second blue corridor to the right of the yellow corridor's middle door. You can use this beam to freeze an enemy temporarily. After an enemy is frozen, use him as a stepping stone.

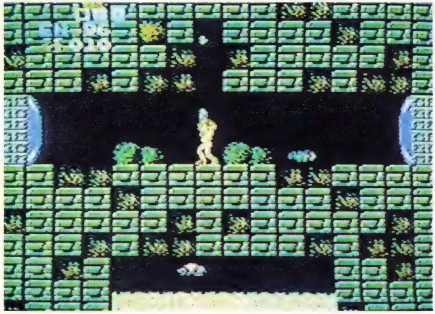
Collect weapons, energy tanks, and missile rockets before trying to defeat Kraid. Spend your time becoming accustomed to your various power items and gathering enough energy and missiles necessary to complete the mission.



Each energy tank contains 100 energy units. You can carry as many as six, the number you will need to enter Norfair.

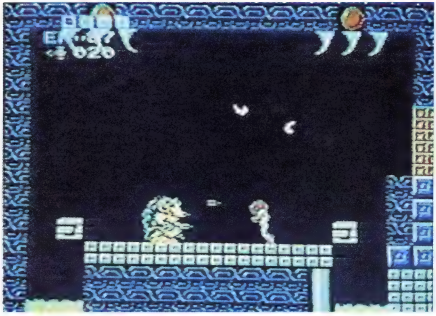
Follow the Waver up the shaft and then freeze him close enough to the blue door that you can leap up to it using the Waver as a stepping stone.

Kraid, the first of the Mother Brain's sidekicks, is located beneath the first blue corridor to the right of the game's starting point. Bomb your way to the secret elevator.

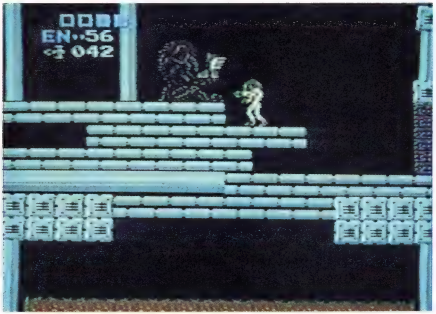


The Varia is located in the first blue corridor through the top right door of the yellow corridor. To obtain this power item, blast a shaft into the ceiling and coax the Waver into it.

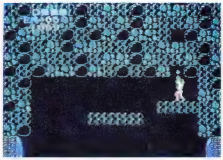
As you progress towards the Mother Brain, it will naturally become more difficult just to survive, much less defeat the myriad of monsters that will walk, fly, or slither your way.



Pummel Kraid, boss of Brinstar, with missiles from close range. Avoid the lava at all costs, since it is very difficult to get out of. If you defeat Kraid, you will be rewarded with 75 missiles.



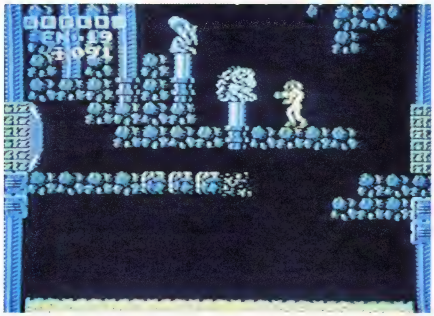
The high jump boots are through the sixth door from the top of the purple corridor on the left. You'll have to bomb a few floors to get to the boots, but it's worth the risks to be able to jump one-and-a-half times higher.



Bomb through the tunnel in the boots room to get to the green room. You will have to pass through several danger-filled rooms before you can bomb upwards to the screw attack.

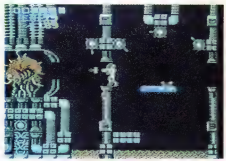
When you get to Ridley, move in close enough so that his fireballs fly over your head, then blast him with missiles. Behind Ridley is an energy tank, so retrieve it when it's safe to do so.

Norfair is the largest and most complicated section of Zebes, so mapping becomes even more important. The vertical corridor shaded purple is to the far right of the section and should be your main reference point. All floors can be bombed through except of course the bottom level. Imagine a bottomless game! There are nine types of enemies in this section, so become familiar with their characteristics and methods of attack.



To build a bridge to Tourian, blast the statues of Kraid and Ridley. Proceed to the elevator and descend. Metroid will begin attacking you at the bottom of the elevator.

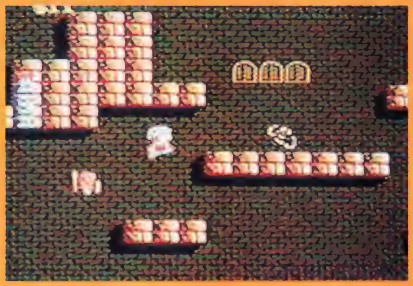
You'll want to descend slowly so that you only have to face one or two Metroids at a time. Try bombing them while moving out from under them.



To get to the Mother Brain, fire rapidly at the Zeebetites so they can't regenerate, then freeze the Rinka. Only three Rinka can appear on the screen at any one time, which gives you a fighting chance.

Once the plasmic computer is destroyed, you must exit Zebes before it explodes. To do this, don't rush. You'll have enough time if you concentrate and make every step count.

MILON'S SECRET CASTLE



You can shoot at this ledge on the first level to reveal a bee. If you can catch it (this bee moves *fast*), you'll get an energy shield for protection. Getting hearts will make the shield stronger.

THE GAME

The friendly people of Hudson communicate with musical instruments. But an evil and music-hating warlord has robbed them of their instruments and is also holding their queen inside her own secret castle.

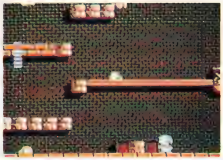
Milon, the only tone-deaf resident of Hudson, promptly heads for the castle, hoping to rescue the queen. His only weapon is a magic bubble given to him by a magician. Milon must search through the castle (where every room is a maze) for items the queen was able to hide, avoid the demons who roam the castle halls, and ultimately rescue Queen Eliza.

Starting outside the castle, you, as Milon, have to work your way up to the fourth level. But you can only advance if you find the right items — and there are more than a dozen you'll need. Even then, you still have to battle seven deadly demon-monsters to move up.

Milon's Secret Castle is complex, but not frustrating. The items aren't *that* difficult to find, and there are some you never really need to finish the game. Others, however, you must have. Everything is connected — but everything's fun.

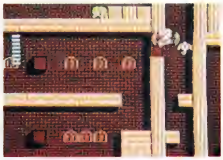
Hudson Soft

From one of the level 1 rooms, you could see another room that you couldn't reach. There were a number of money icons tantalizingly out of reach. The entrance to that money room is in the top left-hand corner of the castle, on the third level. Not only is there lots of money, but you can enter the room three times to pick up the money. In most of the rooms, the money icons can only be picked up once.



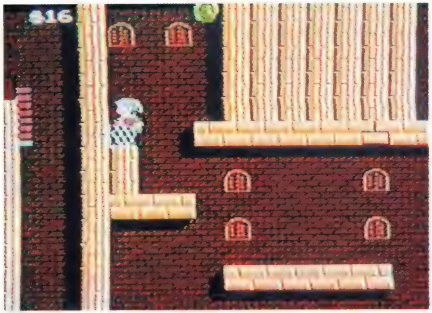
When you run across grids in the wall, it probably indicates that blocks nearby can be moved. Shoot the blocks after you move them and hidden doors may appear. You can also shoot blocks to reveal grids.

Picking up a music box icon will send you into a bonus stage. Here you must catch notes and sharps to get points that will be converted into money. Catching flats by accident will take points away.

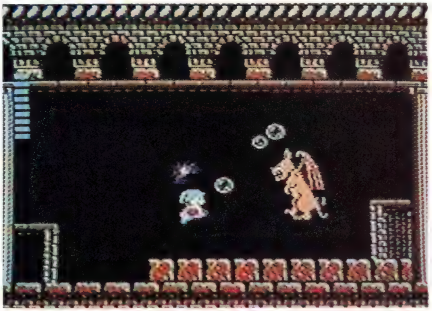


Sometimes when you shoot enemies an umbrella will appear. Grab it to be able to rapid-fire your bubbles. And look in every room for floor springs to give you a boost to important items hidden above you.

Of the dozen items in the shops, some are vital for success, some aren't. The items are: a liquid that makes you shrink when you touch the glove; boots for jumping; and lantern to see in the well; a fireproof vest for the well; a hammer to knock through walls; a saw to cut through windows; paint to make the invisible visible; a sword to make your bubbles stronger; a blimp to fall slowly; spring boots for high jumping; a canteen to extinguish fires; and a feather to make you light enough for the elevator.

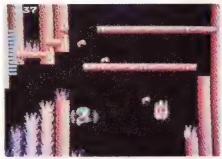


Picking up the honeycomb will restore your energy and add one energy mark. Touching the green glove lets you shrink to fit into small spaces. Find a shop by shooting through the columns on the right.



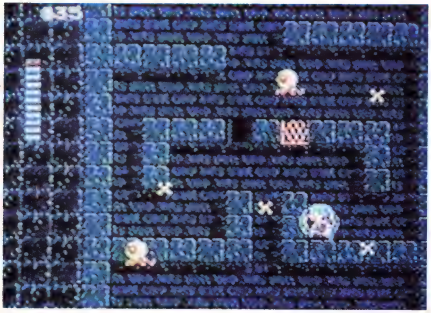
You have to find all the necessary items and keys for a level before you will meet that level's demon-monster. Enter the room without them and it will be empty. Kill the monster and advance upwards.

Shoot through the "n" in "Hudson" in this room to find a secret shop. That shop is where you'll buy the fireproof vest you'll need before you can go into the well. You'll also need boots and a lantern.

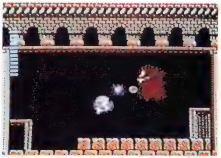


Inside the well you'll meet the first of these flame men. Don't try to fight him — just avoid him and shoot the columns in the right corner. A door in the floor will drop you into a demon-monster room.

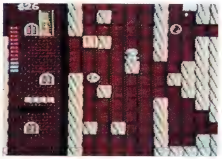
There's one room on level 3 that you'll be seeing a lot. Not only is there an extra demon-monster hidden underneath a fireplace in the lower right corner of the room, but this is the only room in the castle where the money icons will never disappear — no matter how many times you enter. Shoot the blocks, especially those in the lower left corner and near the top right, to uncover the money. This room is also a great place to pick up hearts.



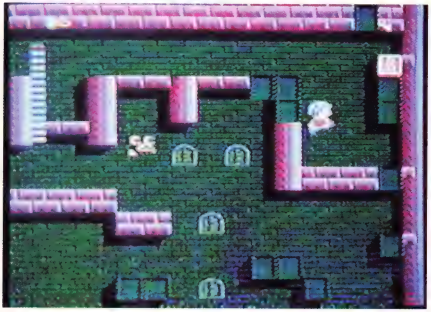
If you shoot this octopus enough times, he'll turn into a balloon. Grab the balloon and get a free trip out of the well. If you don't get it, you'll have to take the long route you took into the well.



As you kill each demon-monster, it will leave a crystal ball. Without the crystal balls, you won't be able to advance to the next level. Once you've destroyed the monsters, their rooms will stay empty.

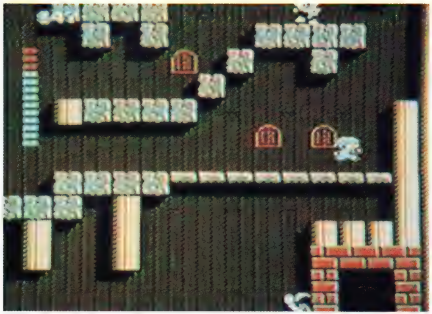


Without the feather, you can't take the elevator in this level 3 room. Climb upwards and shoot the blocks on the right for a shop. There's a honeycomb on the right-hand wall near the bottom of the room.

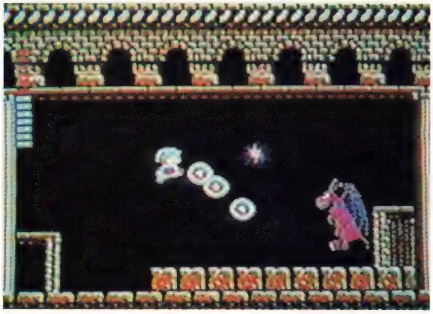


You should always try to check the far corners of each room. Here you've uncovered a secret shop just above the money icon. If you have enough money, you'll be able to buy the feather here.

At the bottom of the ice room, you'll see some blocks with electricity running between them. Watch out! Don't stand directly under the electricity because there are springs in the floor. The springs will make you jump up into the current, and you'll be fried alive before you can escape.

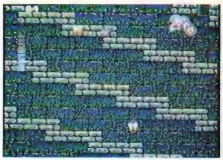


Shoot and move the blocks around the fireplace to fall inside and below the fireplace. Ignore the flameman — you have to battle a demon-monster. But he's not the one you need to advance to the next level.



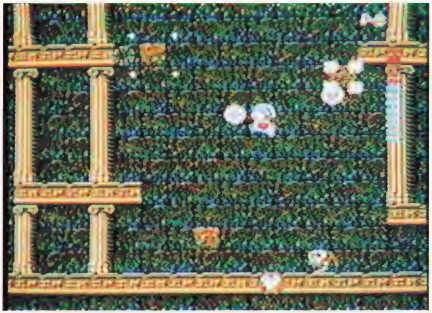
Did you notice that your bubbles are bigger and more powerful than when you fought the first couple of demon-monsters? That's because you caught the balloon to get out of the well.

As you fall downward in the ice room, keep one foot on one column and the other foot on a second column. That way if one of the enemies follows you down, you'll still have some fighting room.



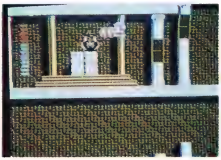
The tower maze rooms seem endless. And they *will* go on forever unless you uncover the secret exit. When the stairs take you near the top of the screen, shoot at the blocks in the right top corner.

The room between the towers is split — you can get into one half through one tower, and the other through the second tower. In each half, you'll find a fake queens calling for help. Touch them and something that looks like a flaming raven will appear (you'll need the canteen first). When you've killed both ravens, you'll have earned Queen Eliza's scepter and crown.

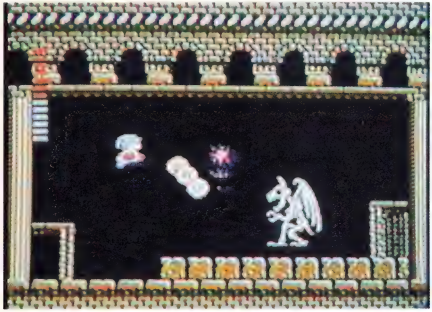


The room between the tower rooms holds the fake queens. Shoot empty space to make blocks appear in a puff of smoke, but stay out of the area between columns. There are trap doors on the floors.

The only items you need are the feather, one crystal ball, and the queen's crown. When you're in shops, look for bargains. The lantern, for example, is cheaper on the second floor than the first.



There are five magicians on the fourth floor, but only one is the *right* magician (he's chosen at random). He'll shoot at you when his cape is open, but that is also a good time to shoot him.



Your last demon-monster is definitely the hardest to defeat. However, he'll give you your last crystal ball and send you onto the fourth and final level of the secret castle.

NINJA GAIDEN

The first level of Act 1 is a good place to practice your jumping, climbing, and slashing techniques. Enemies are not so numerous here.

THE GAME

For centuries the Hayabasu clan has guarded the sacred Dragon Sword. Now the leader of the clan has been killed and his son, Ryu, inherits a letter in which his dead father tells him to take the dragon sword and go to America.

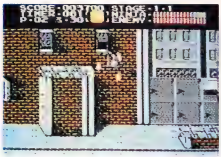
That's where your quest begins. Armed at first only with the great sword and your amazing ability to leap, you must guide Ninja Gaiden (*gai-den* in Japanese means foreign telegram or communication — a reference to the letter which motivates the quest) through level after level, against waves of attackers. Some enemies are commonplace (boxers, other ninjas, etc.) and some are quite exotic (wizards, bats, cougars, and a quintet of ferocious "boss" opponents).

Ninja Gaiden is a game of nonstop action, requiring you to master a number of on-screen acrobatic moves and swordplay techniques, all of which must be used with split-second timing. Novice gamers may find some levels of this game initially frustrating. But veteran Nintendo players are likely to delight in the challenge. This is a tough, well designed game, bursting with action. In the crowded field of ninja games, this one truly stands out.

Tecmo

The key techniques in *Ninja Gaiden* all involve leaping, or a combination of leaping and climbing, usually with some combat thrown in for good measure. Unless you practice and master the wall-spring jump and the climbing-jump techniques, you may as well forget about making it to the advanced levels.

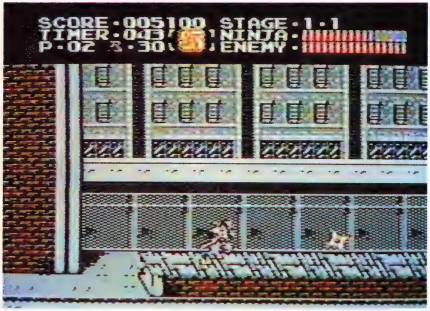
To climb between walls, press the A button, then rapidly alternate left and right on the control pad.



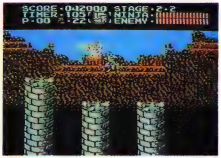
The Invincible Fire-Wheel is one of Ryu's most potent weapons. When you get one, immediately go after your enemies, because its power only lasts a few seconds.

The time-freeze bonus halts your enemies for five seconds. It's very useful for getting out of certain tight spots.

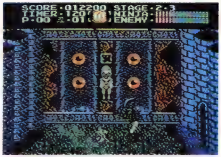
Another key to this game is being able to judge distances. On numerous screens, further progress depends on your being able to land on (or against) a lot of hard-to-reach places. Learn to judge precisely where your ninja will land under a variety of conditions, then develop a keen sense of timing. A fall can be just as deadly as an enemy's sword.



After being thrown at the enemy, the windmill stars return to Ryu's hand like boomerangs.



This is a tricky spot. You must grab the bonus in mid-air, as you jump, to gain an invincible fire-wheel. Without it, your difficulties will be extreme.



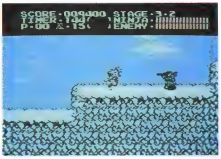
Bomberhead, the boss of Act 2, is most vulnerable when his chain and sickle are in mid-air. You can scoot up a wall for extra protection.

To defeat the barbarian boss in Jay's Bar, stab him, then climb up the wall and cling there, out of his reach. Do this several times.

Your ninja earns extra points and weapons by picking up bonus items along the way. Often, these items appear just as you're moving full speed ahead. You *need* almost all of those bonus objects, sooner or later. Don't let yourself get so caught up in the game that you don't stop to pick up something.

At Crystal Lake, you'll encounter two new foes: birds that attack from overhead and cougars that sneak up from behind.

As you jump across these small steps, you'll suddenly be attacked from the upper right by a hawk. Be ready for him.

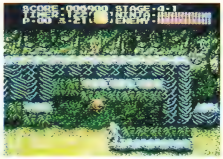


Speed is essential at Yomi's Cave if you want to escape the bazooka fire.

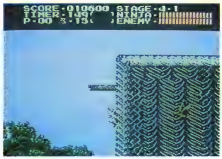
There's a bonus windmill throwing star on this screen. You'll need it badly in about five seconds.

Many of the items you pick up on each level of the game are designed to help you destroy a specific opponent. Others help you regain strength. You won't know what a bonus is until you've actually collected it, and you may not need it right away. The most valuable bonuses, overall, are the fire-wheels, but one kind uses up spiritual strength and the other kind only lasts for a few devastating seconds.

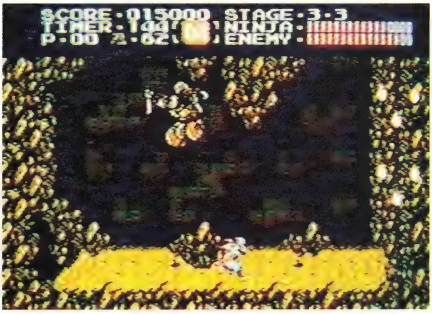
The best way to deal with hawks is to duck, then wheel around, kneel, and slash at them with your sword.



Destroy this spider at the start of Act 4, and win an extra life.

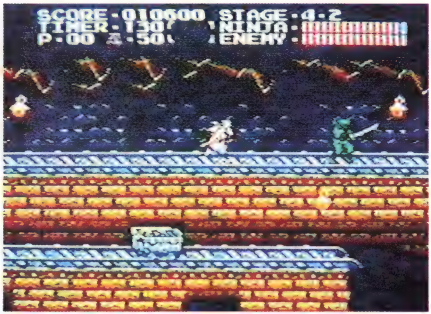


Just as you reach the tree limb at the top of this cliff, the hawk on the right of your screen will suddenly swoop around and attack you from behind.



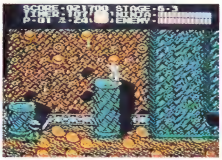
Inside Yomi's Cave, you'll meet the boss of Act 3: Basaquer. You'll need full power and lots of energy to defeat him. You'll also have to limit your movements to the middle of the cave.

The windmill throwing star is one of your most effective weapons. It cuts through your enemies, then flies back into your hand like a boomerang. Also deadly is the jump-and-slash technique. You may use this tactic as often as you like, but never forget that it burns up energy very rapidly.



Use the time-freeze (just below the green clad enemy ninja) to help you get across the bridge inside the Baslisk mine field.

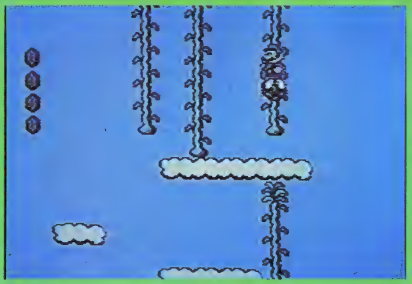
The boss you encounter at the Place of Red Execution is not as tough as he looks. Run in close and hack at him as fast as you can — but don't touch him with your body!



In the Hall of Judgement, concentrate on gaining spiritual strength. You'll need at least 96 units of it in order to survive your final battle and win the game.

In the Hall of Demons, run toward the middle and wait for the creatures to land, then use either your sword or a fire-wheel.

SUPER MARIO BROS. 2



The Hoopster goes up and down vines. If you can jump onto its head without losing a life, you'll get a free ride up into the clouds.

THE GAME

One of the biggest and best Nintendo games is *Super Mario Bros. 2*, the wacky adventures of Mario, Luigi, Toad, and Princess Toadstool. With the dreamland of Subcon being held captive by the evil Wart, Mario and his pals have to work their way past Wart's army of strange and terrible allies to save the land.

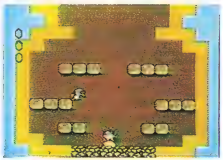
You'll be up against Trouters, Triclydes, Shyguys, Birdos, Pidgits, Fryguys, and a gaggle of other assorted meanies before you get to face Wart and try to end his evil rule. There are seven different worlds to conquer in this popular sequel to the original *Super Mario Bros.* Some worlds require the special talents of Mario. On other levels, you may need to be the Princess or Toad or Luigi.

Subcon is such a big, complex group of worlds that many players get stuck somewhere because they can't find the right items or figure out which way to go. The hints and tips on the following pages give you some of the main clues to finishing the game.

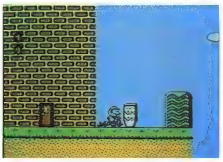
Nintendo of America

(Need more help with Super Mario Bros. 2*? Look for the new* Game Player's GameTape*, a videocassette tape featuring ALL the secrets, hints, and tips you'll need to free Subcon from Wart! Order the tape from* Game Player's*, or look for the tapes at your favorite Nintendo store.)*

In one part of World 1-3 you'll find yourself in a tall room with many different levels. When you enter, you can't see the top or the bottom. Work your way up first. At the top you'll find a room with a key in it. Pick up the key and take it down with you to the bottom, where there's a locked door. But stay to the right of the screen on your trip down. The left and middle of the screen are filled with sharp spikes at the bottom.



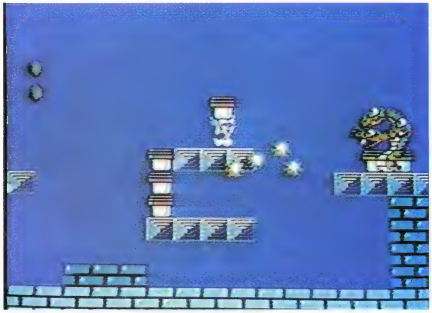
Earn an extra life when you go down the first vase in World 1-2. Pull up the grass at the bottom of the vase and you'll find a one-up mushroom.



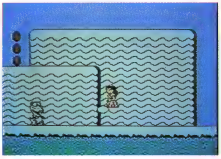
Warp past World 1-3 to 4-1 by taking a magic potion just beyond the last door. (There's a vase in sight.) Throw the potion near the vase. Then, go down the vase and you'll be in World 4-1.

Mouser, your final enemy in World 1, tosses bombs. Watch for a break between explosions, catch the bombs, and then toss them back onto his ledge.

Learn how to adjust to different areas, such as the conveyor belts and, in World 4-2, the ice. The different conveyor belts all move at varying speeds. Be careful when you first land on one, especially if you're jumping from one conveyor belt to another. When you land on the ice near Birdo, you'll slide into him unless you make just the right moves.

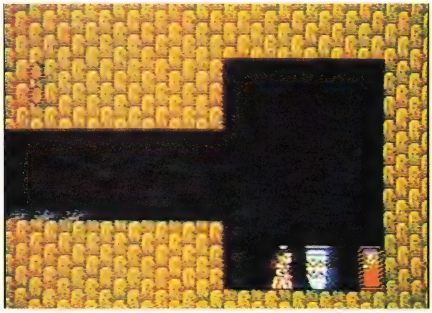


Mario meets a tough enemy at the end of World 2-3. The three-headed Triclyde is best beaten by stacking mushrooms to block its fireballs. You must hit the Triclyde with mushrooms three times.



You should be a pro at landing on Birdo's eggs by the time you arrive in World 4-3. Use the eggs to get a free trip across the water.

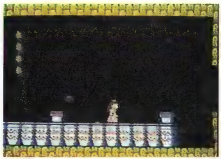
Fry Guy's shots wrap around the screen. Hit him enough times and he'll split into a bunch of small Fry Guys. They are faster and harder to hit with mushroom blocks.



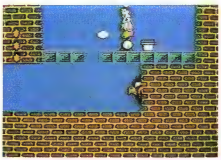
In 3-1, don't climb the clouds. Instead, fall down the center of the wide waterfall and enter the door there. Find the potion and throw it near the vase. Go into subspace, down the vase, and into World 5-1.

When you pick up keys, there's usually a Phanto lurking nearby. Don't try to defeat them. The only reason the Phantos chase you is because you have the key. They leave whenever you drop the key, so keep throwing it down when a Phanto is in sight.

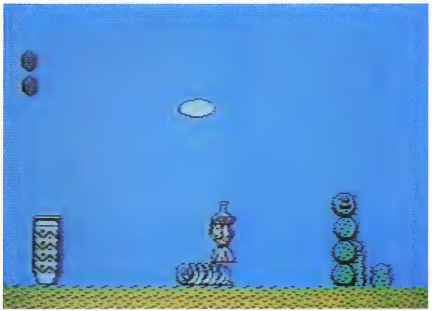
You can't catch the rocks that Clawgrip throws. Wait until they land, then pick them up and throw them back. This is a very tricky spot.



On this screen there are only two vases that have entrances. One leads to an extra life, while the other jar (on which the Princess is standing) leads to the key to the locked door.

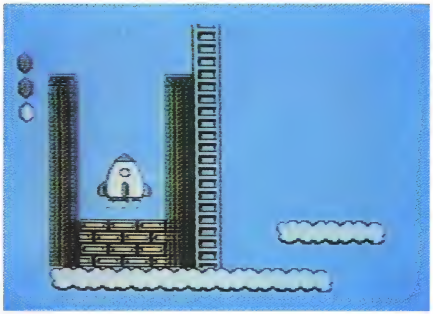


Stand on Birdo's head to avoid his shots at the end of World 6-3. Birdo shoots three times, then pauses. When he does, make your move.



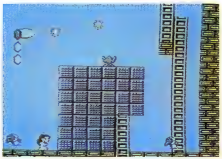
It's best to be the Princess in World 6-1. Get the potion in the jar on the left, and throw it on the bones to enter subspace.

At certain points in the game, it's better to be one particular character. In World 5-1, for example, you're better off being the Princess. In World 5-3, your tasks will be easier if you're Mario. But then again, there's a warp you can't reach unless you're Luigi.

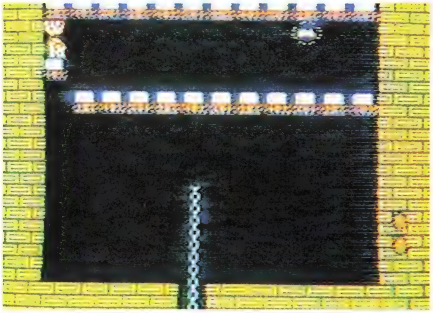


Sometimes you'll find something quite different from vegetables when you pull up grass. This clump of grass yields a rocket ship to blast you up to the next level, World 7-1.

When you enter subspace, pick up all the grass. The coins you pull up will become chances to win extra lives in the bonus round.

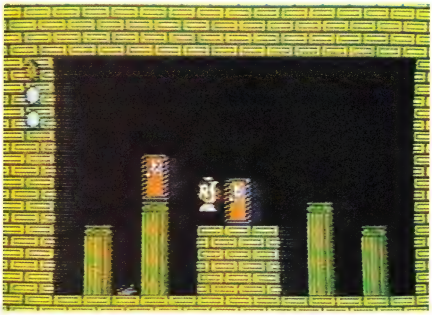


If you're the Princess in World 7-2, avoid the ladder. Instead, fly off the ledge and land to avoid most of your enemies.

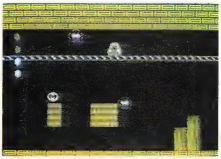


When you come to a floor made of mushroom blocks, pick one of the blocks up to fall to the lower levels. Then as you go, throw mushrooms at the Sparks below.

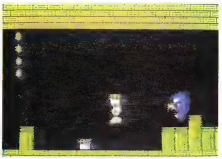
The Birdo guarding the door in World 5-2 shoots fireballs instead of eggs. Defeat him by using stacked mushroom blocks as a barrier. Then pick up one of the blocks and hit him with it, over and over. It takes time (and good timing, too), but stick with it.



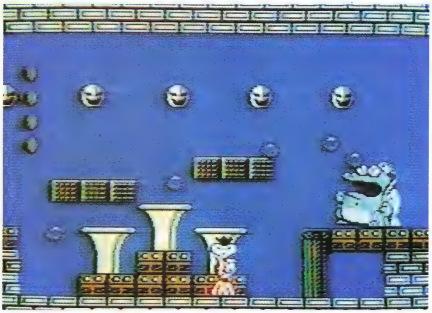
The best place to enter subspace in World 7-2 is the column on the left. Toss your potion there.



When you get on the conveyor belt in World 7-2, be sure to keep your head down. Otherwise, the passing Sparks will get you.



There's a nasty surprise at the end of world 7-2. The bird door exit tries to attack you! Move the blocks around so that you can throw them at the bird.



You kill Wart by giving him terminal indigestion. Grab the vegetables that pop up from the funnels and toss them in his mouth.

ULTIMA

It helps if most of your characters have some magic powers. In battles such as this early skirmish against these orcs, a repel spell will usually kill all your foes except one or two.

THE GAME

Here's a Nintendo adventure for *serious* gamers. *Ultima*, already a popular personal computer game series, has recently been released for NES.

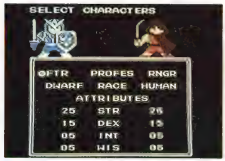
What separates *Ultima* from other Nintendo games now available is that you can create your own band of explorers, choosing from a wide variety of special attributes. You can send priests, druids, paladins, thieves, rangers, or members of six other professions. These characters can also be from five different races: human, elf, dwarf, bobbit, or fuzzy.

Once you have chosen your band and assigned their wisdom, dexterity, magic powers, and wealth, you must set about the task at hand. The kingdom of Britannia is threatened by Mondain, an evil magician. He has cast an "Exodus" spell over a nearby island, causing chaos throughout the kingdom.

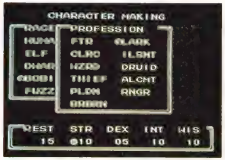
With individual control over each character, you can explore Britannia, finding whirlpools, pirate ships, giant snakes, and dungeons. You'll have to battle the undead, zombies, goblins, and a host of other deadly foes. Time passes in a realistic way in *Ultima*, so you'll also have to let your band eat and sleep.

FCI

You should build experience by fighting weaker enemies before you go to see Lord British. He'll raise the hit points of the members of your band to make them stronger. But when you leave the castle, your enemies will be stronger as well.



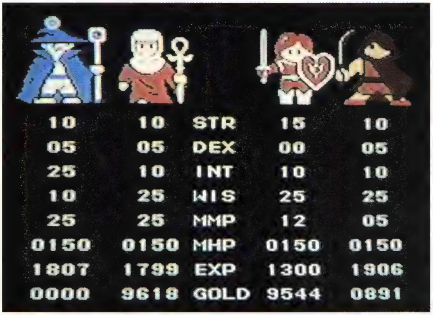
You can choose ready-made characters if you wish. This fighter and ranger are very strong, fairly dexterous, but not very bright. Buying wisdom can get expensive, so you might want a smarter guy.



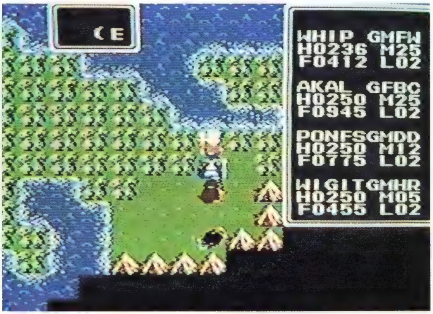
When designing characters, you choose their race and profession. Then you are given 50 points to dole out to decide the characters' skill, strength, intelligence, and other attributes.

A spell of the undead will destroy most of the skeletons or zombies you meet in battle. You'll have to use repel spells for those *living* foes. Be careful when fighting thieves. They'll rob while they fight.

Each character can have as much as 9999 pieces of gold. You'll need that to buy wisdom. Take the whirlpool to the different shrines. In the shrine of intelligence, you can buy points of wisdom. But a single point will cost you 100 pieces of gold. Still, once you have the wisdom, you can use the more powerful magic spells.



Here the party consists of a wizard, a cleric, a paladin, and a ranger. The player has build up the gold reserves of the cleric and paladin and magic powers of the wizard and cleric.



The phase of the moon shows in the upper left. During the crescent moon, the moon gate opens. Go in and transport to a destination that depends on the next moon phases. You can go to three places in one game.

If you're not interested in playing a marathon session of *Ultima*, save your progress and return to the game later. Just enter a city and find an inn to save your game.

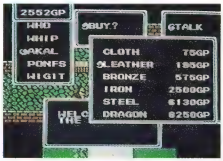
Your band of adventurers will often find chests along their path. But most are booby trapped, and you can't avoid the trap unless you have excellent dexterity. Use the magic spell of "open."

You should keep a sharp eye on your supply store. Some of your characters are likely to eat their food supply quickly. Once the food runs out, it takes off hit points for just about every step your character has to take to the nearest grocery. And you can't hand over food, so no one else can help.

One character can't hand gold pieces to another, but he *can* buy an expensive weapon and hand it over to one of the band. That character can, in turn, sell it for a slight loss.

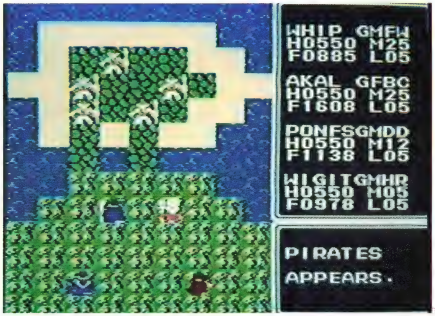
There are a lot of options for the band here. The whirlpool on the left will take them to shrines. There are two towns to explore, a dragon to battle, and experience points to earn in a hand-to-hand fight.

If you want to earn some quick money, you could look for a casino, Britannia style. Here you'll make wagers on the old stone-scissors-paper game. You can bet 10, 50, or 100 pieces of gold.



As you earn more money, you might want to take a trip to the armory to upgrade your band's protection. While leather armor is nice, dragon armor is the ultimate—but you really have to pay for it.

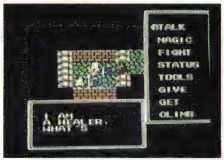
You certainly don't have to fight everyone and everything you meet in *Ultima*. In fact, fighting the wrong people can get you into trouble. Attack someone in a town, for example, and the guards at the gate will jump you. But sometimes if you meet someone you don't want to fight, you can just dash into a building. When you come back out, the enemy might not be there.



You'll have to defeat pirates before you can take over their ship. Then the sail will change color and the ship is yours. Sailing's not easy, though, since you have to take the wind into consideration.

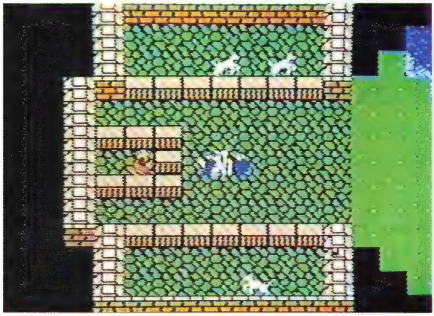
There's a huge snake that you'll have to get by if you disembark here. But behind the snake is the only entrance to the evil castle (unless you can leave the moon gate in just the right place).

An encounter w. sea serpent is likely to cost you. erpents don't have to be close to yc hoot—they can blast you out of vater from quite a distance.

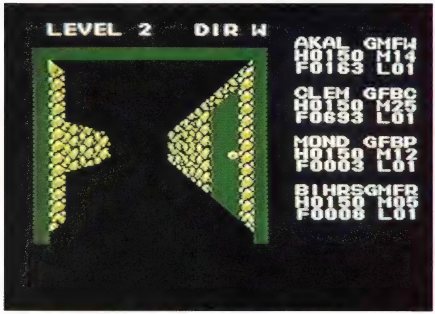


Hospitals are good for curing colds, extracting poisons, or even resurrecting the dead. Also, if you're hard up for money, you can sell blood for 30 pieces of gold. But it takes off a lot of hit points.

Visit the guild shops for such eclectic items as tents, gems, magic keys, or sands of time. You'll need to get these items as you can afford them. You should get these items as you can afford them because you'll need many of them when you go into the whirlpool.



Horses will really help you make good time through Britannia, but they are very expensive. However, you do only have to buy one horse to carry all four of your characters.

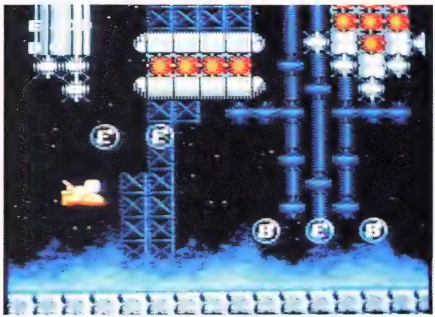


A general map will be fine for the surface of Britannia, but once you enter the dungeons, you'll need something more detailed. There are many different levels in a dungeon, and they get harder as you go down.

You'll also find enemies in the dungeons, such as these goblins. Have one of the band use a repel spell. And don't forget your glow spell to help you see underground.

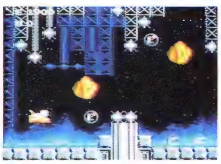
If you think a treasure chest lying in the middle of the floor in a dungeon isn't likely to be booby trapped, perhaps you've not been playing *Ultima* long enough.

AIR FORTRESS

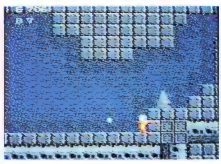


The E modules give you extra energy and the B modules supply you with powerful bombs. You'll need to collect as many of each as you possibly can.

You'll have to battle through eight levels to reach the final power plant. But don't congratulate yourself too quickly once you've done it. After you find the escape rocket, you'll also have to battle your way back *out*, through a kind of mirror-image version of what you went through earlier. Thankfully, when you complete each level you will be given a password so you can resume play where you left off. Here's one clue: The password to fortress number 8 is "SUGA."



There's a different pattern to each level of the outside flying sequences. But each level will always be the same. So you should be able to find out the best path through space with a little practice.



Bombs from this robot can't touch you if you're under the ledge. But sooner or later you'll have to come out. Go high, dodge his missiles, then drift back for a quick shot. You have to hit him twice.

THE GAME

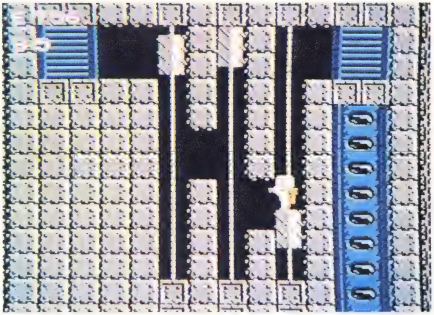
The people of Farmel, a peaceful planet with an advanced civilization, have lived quietly for generations. Then one day, a vast interstellar fortress appeared — a mysterious life form bent on conquest. Defense forces were mobilized by the Intergalactic Federation, but the air fortress annihilated them.

Now, all hopes rest on a space warrior named Hal, equipped with a new form of light-blaster, an armored suit, and a jet-propelled sled. As Hal, you must penetrate the outer defenses of a maze of eight air fortresses. Once inside, you make use of a complex series of elevators to battle your way into the heart of the cyborg creatures.

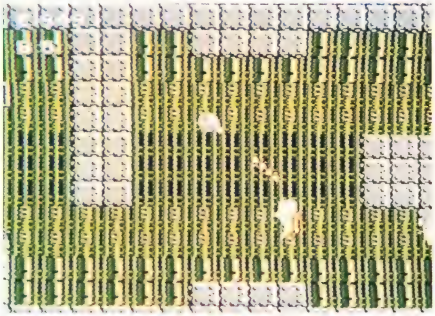
Your objective: to locate the power plant inside the eighth and final fortress, and destroy it. Then, in the final stage of your quest, you must also locate another rocket sled and escape from the fortress before its runaway reactor blows up and takes you and everything else within a hundred parsecs with it. But even then is the game really over? There are still some surprises ahead.

Air Fortress is an exceptionally playable game. Each stage is challenging but not sadistically difficult or loaded with no-way-out setups. This makes it a good game for players who have a low tolerance for frustration. The graphics are fine, and it's so much fun manipulating the animated spaceman, that this game may even appeal to people, including adults, who normally dislike arcade games.

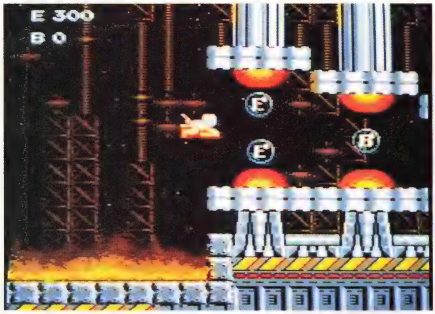
Hal America



Getting past these elevators is trickly. Don't let them squash you as they come down, or push you against the ceiling. Get on top of the cylinders and walk across the breaks in the wall.

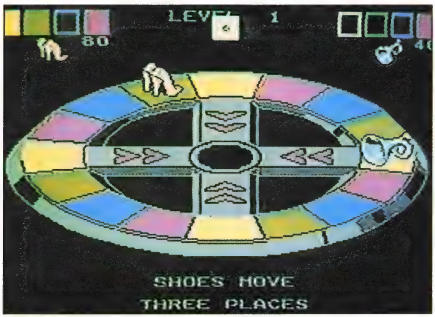


These drifting spheres on level three don't pose too great a threat. They fire more slowly than the guard robots, so make the robots your first priority. Quickly learn to maneuver and fire in mid-air.



You'll start each new level with more and more energy. But you'll need still more once you enter the fortresses. So grab as many energy icons as you can. Never enter a fortress without ample energy.

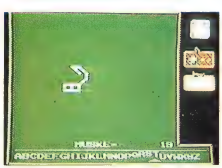
ANTICIPATION



The board on level one, and on subsequent levels, has evenly spaced colors. You'll need to time your answers so that the number on the die will land you on the color block you need.

There are not as many different puzzles in *Anticipation* as you might think. Even in the course of a single long game, you might see the same puzzle more than once. So if you are an experienced player (whether you're playing the computer or other people) you'll have a definite advantage.

If you're lucky, the picture will be finished with time still left on the clock. Then you'll only need to beat your opponent to the buzzer and decide if this is an "umbrella" or a "parasol."



When you're playing against the computer, don't be surprised if it buzzes in long before any human has an idea of the picture. The computer has a definite advantage—it knows all the answers.

THE GAME

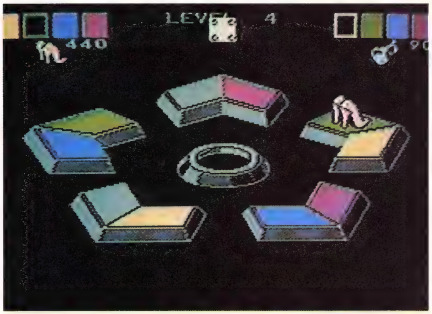
A new NES board game, *Anticipation*, pits two or more players in a race to guess the identity of drawings. Drawings are separated into four categories and colors. You need one correct answer in each color to proceed to the next level. While the computer is drawing the puzzles, a die is rolling down from six to one. Your next move depends on the number left on the die when you "press the buzzer."

Puzzles can be straightforward, such as airplane, lamp, or screwdriver. Some can be a little more complicated. Guess too soon on "guitar," and you might find the puzzle is actually a violin, and that the bow had yet to be drawn. Some are obscure indeed, such as hot dog stand. Unfortunately, you might be frustrated by some puzzles since the game doesn't give correct answers if no one guesses right on a puzzle.

Anticipation is best as a team sport between *human* opponents. When you play against the computer, there are some definite problems — especially on the more advanced levels. For one thing, the computer has the advantage of knowing every answer. Sometimes it will "buzz" with just a couple of lines on the screen. And it *always* buzzes on the exact number it needs to pick up the next color.

But as long as you stick to playing with others of your kind — you know, human — *Anticipation* will be a lot of fun.

Nintendo of America, Inc.

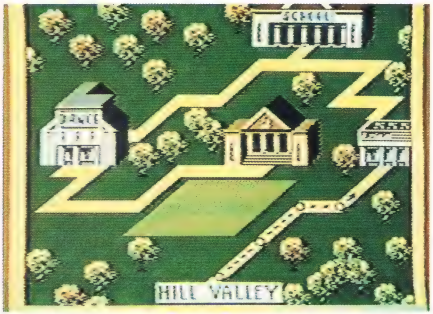


By the time you arrive at the fourth level, you really have to time your answers. There are not only blank spaces that get you nowhere, but also gaps that will land you back on level three.

Sometimes the computer is not clever. Take advantage of its wrong answers. Any correct letters will be shown in its answer. It's easy to figure out "car" from "c**" here. Yet even with a more complicated answer or a half-finished puzzle, you can still get the right answer from your computer opponent's mistakes.

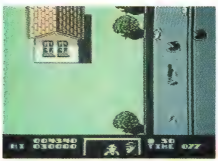
In higher levels, there are no topics given for the different colors. But the colors still have assigned subjects. Once you figure out the subject, answering the puzzles will be easier. "Note" and "guitar" for blue hint that more musical answers are to follow.

BACK TO THE FUTURE

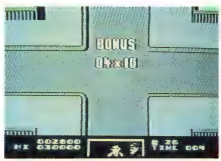


Use the Hill Valley town map to check your progress from one level to the next.

Inside Lou's Cafe, Marty will have to repel a charge by Biff and his gang of high school bullies. Marty does this by throwing milkshakes at the crew-cut attackers until none are left. If even one bully reaches the counter in the soda shop, Marty will get thrown out by the seat of his pants and will have to start that level all over again. So keep throwing those milkshakes, but be sure not to hit the waitress when she crosses into the line of fire.



While you skateboard through town, you must collect clocks as well as dodge the usual variety of obstacles.



You get a bonus, at the end of each scene, for beating the clock.

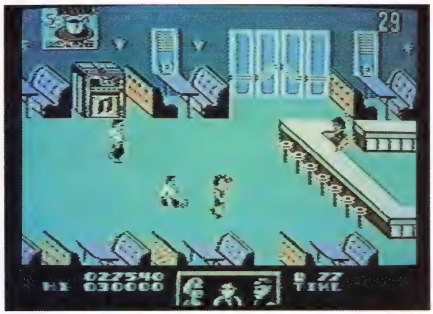
THE GAME

In this NES version of Michael J. Fox's 1985 hit movie, you enter the time warp as Marty McFly. Zap! You're 30 years in the past, your mom and dad are still attending "your" high school. Once you're back in the Hill Valley of the 1950s, your task is to find your way back to the eccentric doctor's time experiment and then get "back to the future" — back to your own time and place.

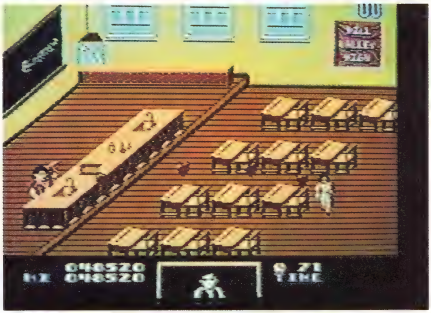
To accomplish your goal, you must skate through all of Hill Valley, racing against time limits. You must collect clocks as you make progress, while dodging a variety of obstacles — including bullies, pot holes, and two guys carrying a plate glass window across the road. If you fail to beat the timer on any level of play, your family snapshots begin to fade, and if you don't cover the whole route in the time allowed, you'll be stuck permanently in the past.

Back to the Future plays a little bit like *Paperboy*-on-a-quest, at least in the screens where Marty is skating through town. At each major stop along the way (the malt shop, the school lab, and so on), you'll have to master an arcade-type subgame in order to reach the next level. Graphics are okay, and fans of the original movie — those who don't mind a rather thin connection between the videogame and its cinematic source — will find it interesting and playable.

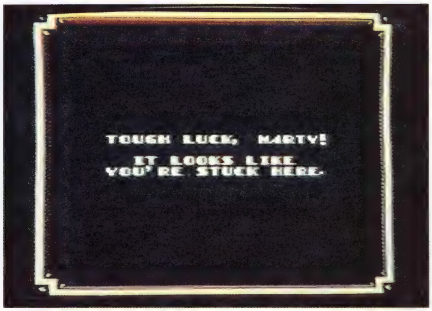
LJN Enteractive



Inside the malt shop, you must deal with an attack by local bullies. Fight them with milkshakes—in this case, a powerful weapon.



Inside school, Marty must capture all of Lorraine's hearts before he can proceed with his own quest. Let one slip by, and you're out of the subgame.

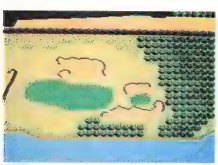


Failure to cover the entire route in the proper amount of time means you are stuck forever in the past—your parents' past, to be exact. And they didn't even *have* Nintendo then.

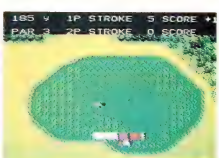
BANDAI GOLF: CHALLENGE PEBBLE BEACH

The game suggests which club to use based on perfect playing conditions. You may need to change clubs to compensate for wind, slopes, and hazards.

Read the section in the game's instruction booklet called "Game Description." It details what you will encounter when playing each hole, including descriptions of doglegs, hazards, slopes, and — most importantly — wind conditions. You'll need to adjust your shot according to the intensity of the wind and the direction from which it is blowing. The gusts and breezes coming in off the ocean *will* impact your shots.



Use the course window option on each hole. The views it provides may help you to decide whether to skirt trouble or hit straight for the pin.



Aim your putts with the white marker and *go easy* — it takes a delicate stroke to avoid overhitting.

THE GAME

Though golfers and non-golfers alike will enjoy *Bandai Golf: Challenge Pebble Beach* golfers should not approach the game with the expectation that it's like the real thing. It's *not* a golf simulation. However, it *is* good video fun, and some of the more important elements of the outdoor brand of golf are included — club selection, hazards, wind effects, uphill and downhill lies, and front and back tees.

To get close-up views of the green and to survey the hole for doglegs, bunkers, and water hazards, select the course window option before teeing off. This will help you identify the ideal route for playing the hole. The game screen provides a bird's eye view of the hole and a cross-sectional view to help you adjust for uphill and downhill slopes.

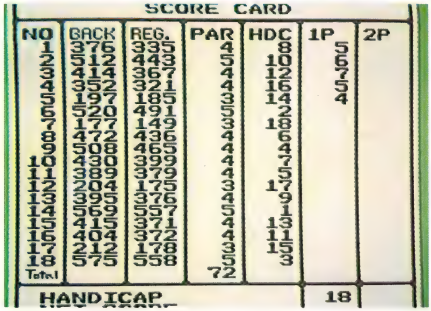
As with most video golf games, *Bandai Golf* features a swinging/power bar that is used to make your shots. Press the A button to start your shot, again to start your downswing, and a third time to hit the ball.

The height of your ball's flight is determined by where contact is made. Hit the ball too soon and you'll fluff it; hit it too late and you'll whiff it. Either scenario is rather embarrassing, so get your timing down before teeing up against a friend.

Bandai

Try your best not to underhit off the tee. This means making your third tap on the A button right on the black line. Underhit and the ball will go a mile—unfortunately that mile will be vertical, not toward the green.

Aim each shot with the white cross. Be careful not to overlook where the cross is on the overview as you're selecting a club. It's easy to inadvertently shift the marker with the control pad while choosing a club.

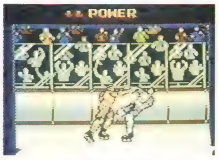


Press the B button to get a look at the scorecard. It will give you the handicap and the distance tee-to-green for each hole, as well as your score on those holes you've already played.

BLADES OF STEEL

The arrow indicates where the puck will go if you take the shot. If the goalie is not sitting on the arrow, you have a clear shot to the net.

Don't try to win the game all by yourself — use your teammates. A few quick passes can set up a wing man or an attacker for a shot-on-goal opportunity. Making an assist can be as gratifying as scoring (ask Gretzky). Besides, no one likes a puck hog. The best times to set up your offense are after securing the puck in a face-off, and after winning a fight.



As soon as a fight breaks out, start pressing the B button. The quicker you are with your punches, the better your chances of winning the fight. Win the brawl and your opponent goes to the penalty box.

Keep the control pad on forward after winning a fight. When the screen pans back to the action, you can skate quickly down the ice for a power play.

THE GAME

Blades of Steel, an ice hockey simulation, has to be one of the best sports games recently released for the Nintendo system. This game is a strong combination of fast action, colorful graphics, multiple skill levels, and delightful sound effects.

Choose the team you wish to captain and square off against either a friend or the computer. The first player to hit the B button when the ref drops the puck gets the first opportunity to attack.

To win in this fast and furious action game, you will need two things — a deliberate passing attack and a great goalie. Pressing the B button on offense sends the puck to your nearest teammate.

On defense your control pad maneuvers the flashing figure and the goalie, who should be in line with the red arrow. The arrow indicates where the puck will go if a shot is taken.

Of course play *can* get heated down on the ice, so always be prepared for a slugfest. If you body check an opponent one too many times, the screen action will cut away to a fight mode. Get in as many punches as possible, because the loser will spend some time in the penalty box cooling off.

If the ref intervenes before you get in a punch, it will be slap shooter against netminder for a penalty shot. Games ending in a tie result in a similar scenario, with each team allotted five shots apiece.

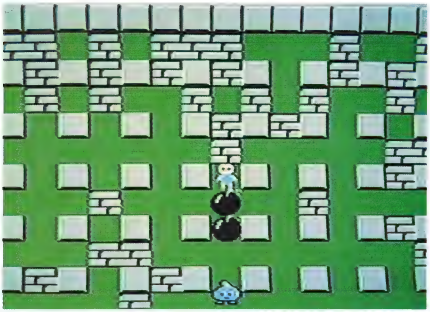
Konami

When your goalie gets the puck, wait for a teammate to get open before passing it off.

In overtime and in penalty situations, it's slap shooter against goalie. You have eight different locations from which you can either shoot or defend.

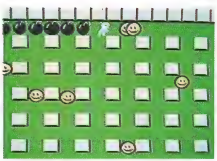
Some teams are stronger than others, so do some scouting before taking on your friends. While choosing Toronto is always a safe bet, you may want to avoid trying to make a Stanley Cup run with Chicago.

BOMBERMAN

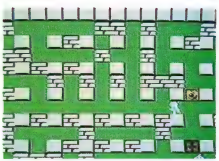


Be careful when you're laying bombs that you don't trap yourself into a corner. There's absolutely no way out of this predicament, unless you've found the icon that lets you walk through bricks.

You'll need to be careful all through the game to put some distance between you and your exploding bombs. Early in the game you can only set one bomb at a time, and they're not very strong. But with each room you complete, however, the bombs will gain strength so you'll need to be further away from them. But, if you can get behind a concrete block, you can be right next to the bombs without injury. And remember *never* set a bomb too near an uncovered exit door. Additional enemies will pour out of it if you bomb it by accident.



After every five rooms you complete, you enter a bonus round. You can't blow yourself up here, so just drop bombs as fast as possible and destroy as many of the enemy as you can.



This icon is *very* helpful. Pick it up and you will be able to lay bombs, then detonate them at will. Once you have it, you can breeze through rooms. But if you die, you lose its power.

THE GAME

There's a bomb factory deep in the center of the earth where a pitiful little robot works day in and day out. But he dreams of a better life. So he plots his escape.

But reaching the center of the earth is not easy for Bomberman. He must blast his way through 50 rooms filled with all sorts of dread villains. Each room has the same pattern of concrete blocks, but bricks are randomly stacked around the blocks, hiding and impeding his exit.

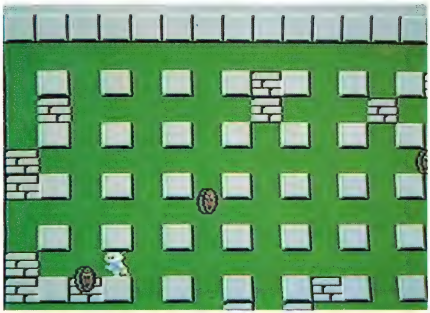
At first, Bomberman can only place one bomb at a time. Fortunately, each room contains an item hidden in a brick. As he finds the items, his abilities increase. Pretty soon he'll be able to place more bombs, walk through walls, or use a detonator to explode his bombs at will.

Each of Bomberman's enemies has a different trait. Ovapes and Dorias can move through bricks and concrete blocks. Minvos and Passes are speedy, and they'll chase you if you cross their path. Valcoms, O'Neals, and Dahls are fairly easy to blow up — certainly easier than Pontans, which will actually hunt Bomberman down.

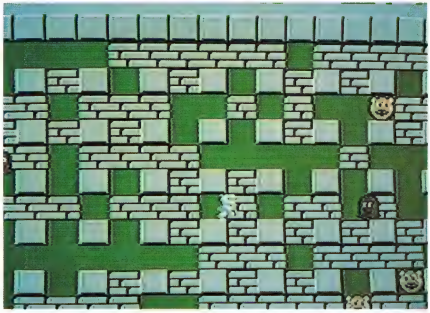
Bomberman is a whimsical game, recommended for beginner Nintendo players. There's a password for every room, so you'll never have to start back at the beginning unless you want to. Though you do blow up your enemies, the action is tamer than most Nintendo fare. You may wish the 50 rooms had a little more graphic variety, though.

Hudson Soft

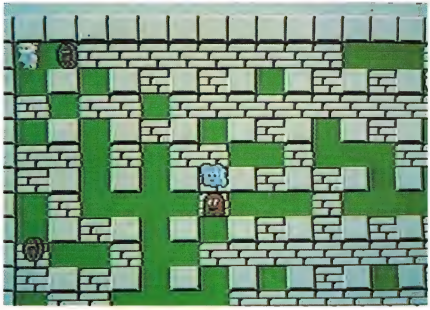
In each room there's a time limit. Pick up the special icon (if you find it), and uncover the exit. If you don't exit before your time is up, these Pontans will appear. They move *very* quickly, so you probably won't survive the encounter.



Along with the detonation icon, the most powerful icon is one which allows you to walk through the bricks. You won't have to release trapped enemies into the rest of the maze to kill them. Just enter their area, set the bomb, and run away. If you have this *and* the detonation power, you are as strong as you can get.



You'll find an unpleasant surprise waiting for you in the last two rooms of the game, 49 and 50. There's one Pontan in room 49, and two in room 50. They move very quickly and will occasionally hunt you down. Try to clear some space quickly, so you can set bombs but still run from the Pontans.



DR. JEKYLL AND MR. HYDE

Push the up button on your control pad to activate Hyde's psycho-wave. You can't survive the world of demons without using the boomerang-like psycho-wave. Push up on your control pad and the B button to activate it.

Sometimes you will be rewarded with a coin when defeating an enemy in the world of demons. When a coin appears, either touch it or shoot it with the psycho-wave. These coins can be used in the Jekyll mode to bribe someone into allowing you to pass by unharmed. You can have a maximum of 49 coins at any one time. Your wealth is displayed above the screen with bags representing ten coins.

Elena isn't only out of tune, she's out to get you. It may be best to allow her to do damage, play through one sequence as Mr. Hyde, and return to the Jekyll mode. She'll disappear during this transition.

Bomb blasts and yellow dogs turn the cute cats into ferocious felines. With most advancing foes, you should jump forward to avoid them. But with these cats, jump backwards as they run up behind you.

THE GAME

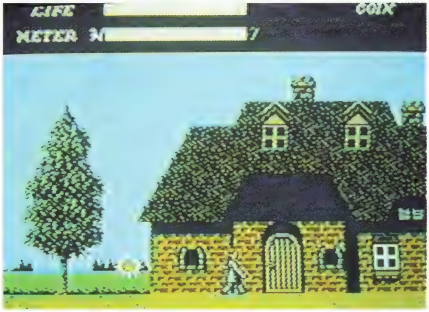
The literary masterpiece that is the source for *Dr. Jekyll and Mr. Hyde*, the video game, actually sprang from a nightmare experienced by its author, Robert Louis Stevenson. At times, this game may be a bad dream for you, too. It can be frustrating! However, it does have some good things to offer, such as sharp graphics (especially in the Jekyll mode) and some clever action sequences.

The game is loosely based on the plot of Stevenson's book. Dr. Jekyll, representing the good in man, is simply trying to get to the chapel to marry Miss Millicent. When the everyday stresses of London become too great, Dr. Jekyll becomes Mr. Hyde, what Stevenson called the "lethal side of man." Trapped in a world of demons, Hyde tries to get enough strength to become Jekyll again.

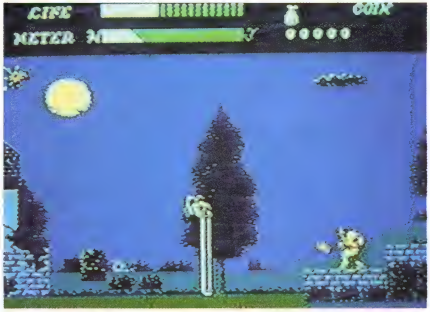
One of the keys to success here is perseverance. It's not a game you'll master the first few times through. But you can learn tricks to keep your stress and life meters healthy. If your stress meter registers zero, it's off to the world of demons as Mr. Hyde.

Although it becomes more difficult with each level, try to keep Dr. Jekyll moving forward as much as you can. For example, in the first couple of levels you can walk past the bomb maniac before his bomb explodes. But later, you'll have to retreat or be blown up. In the world of demons, master the psycho-wave. Often, firing the weapon while leaping will buy you enough time to eliminate onrushing attackers.

Bandai



It's possible to duck inside the houses that line the street in order to avoid bomb blasts. However, if the bomb is left near the door of the house, prepare for your transformation into Mr. Hyde.



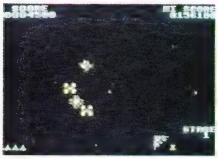
As Mr. Hyde, try to eliminate Corum the Skull before he opens his jaws and shoots fireballs. It becomes very difficult to kill him after he opens his big mouth.

Arnold Ebetts is a hunter who shoots very carelessly. Avoid his misfires and the birds he somehow hits. Unfortunately, the law of gravity is working against you in this sequence because the wounded birds will quickly fall to earth.

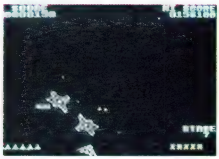
GYRUSS

The Gyrussians are most vulnerable when they first swarm on to the screen. There is a pattern — at least on the first few screens — which makes it easy for you to anticipate their next move.

The key to winning *Gyruss* (it's been done, but not often) is to remember that the Gyrussians cannot easily destroy you unless they are firing from within their central clustered formation. When they first appear on the screen's outside edge and begin to hurtle inward — usually in a spiral formation — you can blast them mercilessly and without much danger to yourself. The trick, however, is to be in the right position to hit them as they come on screen — you only have a split second.



If you can shoot the bonus spheres that are attached to the floating galactic mines, you'll receive double firepower or a booster pod for your phaser bank.



After stage 5, you'll also have to battle space amoebae. Some will split in two repeatedly when hit by your fire. Multiple hits are needed to kill each amoeba, so shoot fast and straight.

THE GAME

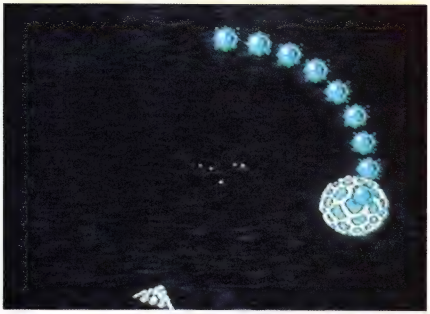
The arcade hits of the past continue to be converted into the Nintendo format. Gamesters who used to drop coins into the arcade machines every weekend and dreamt of owning their own machine can now play all their favorites at home, thanks to Nintendo.

Case in point: the frenzied alien-zapper *Gyruss*. It's really not much more than *Galaga* going in circles, but when it first appeared in the early 80s, it quickly became famous for its speed, wildness, and difficulty. Fans of the original will be glad to know that all the crash-and-burn velocity and dizzying graphics of the arcade version have been faithfully Nintendo-ized by Ultra Software.

For those who didn't play the original: Gyrussian aliens flood the galaxy, fighting in a deadly, circular battle formation in the center of your screen. You represent (of course) mankind's last hope to defeat this scourge. You must blast through enough screens to free all nine planets in the solar system. Do this by madly whirling around the edges of the screen, trying to zap the Gyrussians from all sides while avoiding their outwardly-radiating counterfire.

Survive all 36 stages and you'll have the strongest left thumb in the solar system. For those who love their arcade action so fast and furious that it tests the limits of normal human perception, *Gyruss* is a classic challenge.

Ultra Software



Before you can clear stage 7, you have to destroy this multiplying cosmic spore. Wait until it condenses in the center of your screen, then blast it with everything you've got.

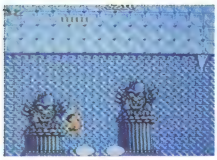
Every time you advance to a new planet, you'll have a chance to shoot bonus screens. The cosmic egg-thing (upper right, just to the left of your ship) is worth 1000 points.

Your phasers are your most powerful weapons. One phaser burst will do 20 times the damage of a normal cannon shot. You never have many (the symbols at the bottom right of the screen show how many you have left), so use them only when they'll do the most good.

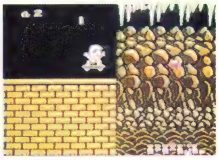
HUDSON'S ADVENTURE ISLAND

In round one, kill the cobra before he can spit firesnakes at you. But don't scroll too far to the right. After the cobra is dead, go back between the two totem poles. You'll be whisked away to a bonus round.

The keys to succeeding in *Adventure Island* are timing and eggs. Even jumps that seem impossible *can* be made. Sometimes (such as with the last cloud in round two) you can't stop to pick up all the fruit — instead, save time to build momentum for that last jump. Eggs hold bonus energy and weapons (plus some not-so-nice surprises). Crack them before picking them up to see what they hold. And fire into empty space. If your weapon stops in mid-air, jump to see if there's a hidden egg there.



Run past the icicles in round three before they can drop on you. But don't grab the egg. The eggplant it holds will sap your strength. Instead, jump just before the egg, and a hidden egg will appear.



The skateboard is a great item to have if you're trying to cover a lot of ground without many obstacles. But here, where you're not sure what lies ahead, it is a mistake to use it.

THE GAME

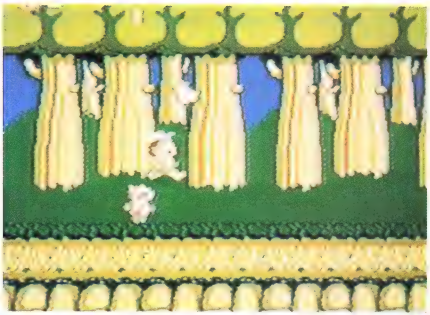
Superheroes are getting younger all the time. The hero of *Hudson's Adventure Island* is a boy, Master Higgins, who's on a South Pacific island to rescue Princess Leilani. She's been kidnapped by an evil witch doctor.

The island, however, has eight levels of creepy enemies Master Higgins must destroy. Plus there's a boss guarding the end of each level, and each one is more fierce than the one before. Master Higgins must also work his way through cobras, coyotes, skeletons, basser bats, cavas birds, zigmo spiders, waler fish, kello frogs, and octopi before he takes on King Quiller, the witch doctor.

To keep up his energy, Master Higgins can pick up bananas, pineapples, and other fruit found on the island. He is unarmed when he arrives, but he can find weapons and other valuable supplies hidden in eggs throughout the island.

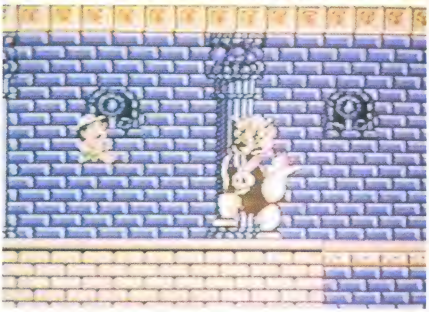
With the items he finds, Master Higgins can throw either stone axes or fireballs; get quick transportation with a skateboard; pick flowers to double the energy of fruit; become invulnerable under the guidance of honeygirl; or drink milk, which (in addition to building strong bones and teeth) will refill all Master Higgins' energy points. But there's also an eggplant — his least favorite vegetable. If Master Higgins picks that up it will sap his energy — and he'll never survive an encounter with a boss.

Hudson Soft



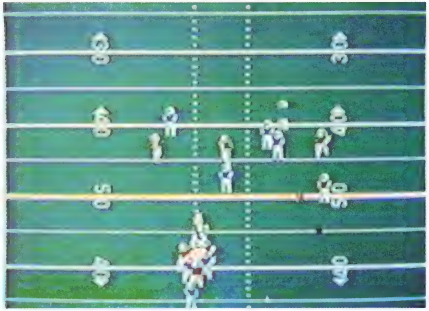
There are two jackals in round four that will run from behind you. Jump to avoid them, but don't forget to shoot them. They're worth five hundred points, more any other minor character on the island.

At the end of round four, you'll see two stones and a cobra. Shoot the cobra so you won't be killed by its firesnakes, but don't scroll too far to the right. Go back between the stones and jump to find a hidden egg. It will give you lots of extra life points.



This boss is not really that hard to defeat. Scroll very carefully to the right until he appears so you'll have as much space to the left as possible. Then run, jump, and throw weapons at his head (which will turn red for every direct hit). Don't forget to dodge the fireballs he'll throw. Even if you're just armed with an ax, it will only take eight shots for the boss's head to fall off.

JOHN ELWAY'S QUARTERBACK



You can pass at any time during a play as long as you are behind the line of scrimmage when you make the throw.

You can always change your play after seeing what formation the defense is in. If you called for the bomb in the huddle and then see that the defense is in a prevent set, run the ball instead. What could have been an interception will turn into a handsome gain on the ground.

You have 18 play options on offense — nine plays run to either side of the field.

Nine defensive sets allow you to play the run or the pass, to anticipate short or long, and to go for the sack or prevent the long gainer.

THE GAME

In *John Elway's Quarterback*, you are in control. On offense, you call the play and, as QB, you execute it. In fact, if you call one play in the huddle but change your mind at the line of scrimmage, you can change the play. On defense, you decide the alignment and you control the middle linebacker. Drop back or blitz — the choice is yours.

Though there is some strategy involved, *Quarterback* is mainly arcade-style action. To keep things simple, there are only nine players per team and handoffs — a needless distraction in many video football games — have been eliminated.

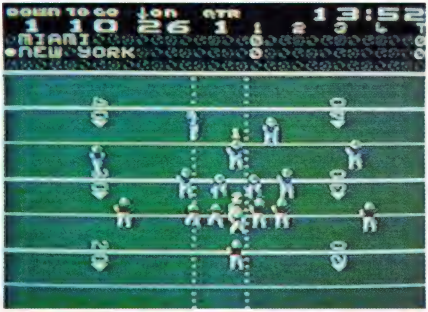
The pass patterns are difficult to get a feel for. You pass in the direction selected with your control pad, but you have virtually no control over how far the ball will go. Be sure to drop back after the snap because it won't be long before you'll be eating turf.

On defense, the key is anticipating, not just reacting. Because there are basically only nine plays the offense can run, you can learn to identify each one before the snap. You may end up with as many interceptions on defense as passes completed on offense.

Although *Tecmo Bowl* (Tecmo) is more realistic football simulation, placing more emphasis on strategy, *Quarterback* provides solid play and plenty of fast action.

Tradewest

After catching a pass, zigzag to avoid dive tackles. If defenders are breathing down your neck, leap forward to squeeze out a few more yards.



Select a defensive alignment and, after the snap, maneuver the middle linebacker in for the tackle, or drop back to intercept a pass.

If you get caught out of position defending a play, press the B button to control the nearest defender to the ball. Press the A button to attempt a dive tackle or, when your player is stationary, to jump and intercept a pass.

MAPPYLAND

Various weapons in each area can be activated by moving underneath them and jumping up. Swinging through on a pulley can get you out of a trouble spot by swatting away the cats in your path.

In the eighth area in the first of your tales, you have to collect a lot of cheese as a present for Mapico. It's tough to get all the cheese and present it to her before she gets uppity and says you're too late. To do it fast, first gather all the cheese on the ground level, going left to right. Then nab the cheese on the second level by returning to the left. Make a final run using the trampolines to get the cheese on the fourth floor (There is no cheese on the third level). It must be a clean sweep! So don't make any mistakes during your run.

Ride the balloon to sweep across the cemetery and collect keys, and use your flashlight to erase ghosts sent to spook you.

In some areas you'll have to enter a sub-area to find some vital object. For example, the cross hidden within the church in Ghost Town must be obtained before you can get past the vampire.

THE GAME

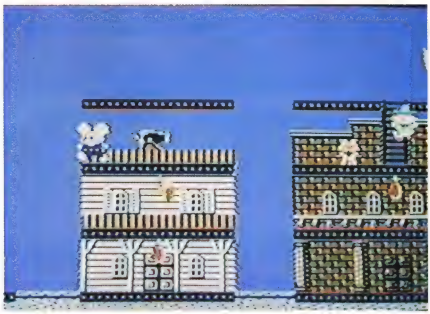
Mappy is a mouse in search of a spouse. Even though he is on vacation, he has a lot of work to do. He has a demanding girlfriend, Mapico, who needs a constant stream of presents. As Mappy, you'll have to find some cheese for her, a Christmas tree, and — once you've captured Mapico's attention — even a wedding ring.

This endearing game is made up of four tales covering eight areas. Gather all the presents you can find in each area and exit to the next level. In some areas you will have to enter a secret sub-area to find an important item. To get into these sub-levels, you will have to either enter a doorway or leap at a certain spot on the screen.

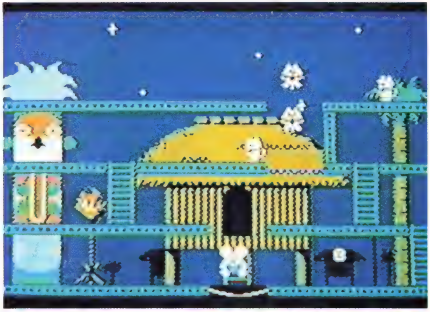
You'll need to make use of the weapons provided in each area to advance to higher levels. Pulleys and cannons are very effective in clearing a safe path. To activate the weapons, move under them and press the B button to jump. You can also pick up some items that appear and use them to divert attacking kittens. The felines will try to fetch fish and toys you leave behind, buying you time to escape.

Parents will be pleased with the tone and content of the game. Game players will be pleased with the action, delightful graphics, and amusing game features.

Taxan



The cannon in area two is another example of the weapons provided on each level. Activate it and watch a cannon ball roll over attackers to clear the way for you.



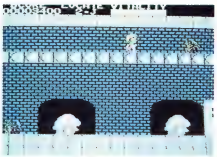
The first hut in the third area of the second story contains a secret room. Jump on the trampoline below the doorway to enter the room and find another present for Mapico.

Area four will probably give you more trouble than the previous ones. Go slowly and calculate your every move, especially jumps from vines to the moving trampolines.

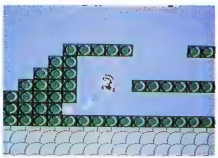
MYSTERY QUEST

Jumping up on any of the logs, blocks, or volcanoes you land on may bring an extra gift. Catch this star and part of your vitality will be restored. Or find a moon and have *all* your vitality returned.

Your main challenge in *Mystery Quest*, besides solving the castles, is to master jumping. Ordinarily, you can jump the height of three blocks, but only if you jump straight up several times to gain height. Running jumps will add a little height as well, and there are springs to help with *really* high jumps. You're ultimately, however, still going to run into trouble until you find the power boots.



The underground chambers are a great place to pick up extra vitality or other items. But that doesn't mean they're *safe*. Keep an eye out for quick-moving enemies.



Always check the blocks for hidden items. This magic lamp will make you invulnerable for a short time. Run past your foes without stopping to shoot and you'll get points as if you'd shot them.

THE GAME

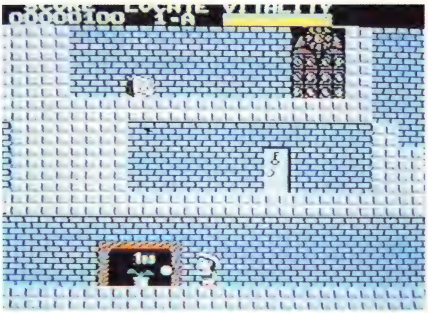
This is an adventure for the unexperienced gamer. *Mystery Quest* is a kind of beginner's *Zelda*, with large-scale, whimsical graphics, horizontal scrolling, and an enjoyable, but not too complex, quest to follow. Just because it won't take four months to finish, however, doesn't mean it's an easy game.

You are Hao, a wizard's apprentice who must find four magic talismans. Search for hidden underground chambers where you'll find hidden items to give you power or restore your strength. There are also four castles to explore.

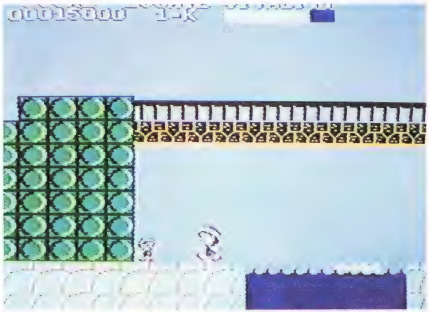
The castles are actually two parallel mazes with a wall between them. You have to kill innocuous monsters (such as a praying mantis or an orange snail) to earn keys to the locked doors between the mazes. The keys don't guarantee success. Sometimes, the wall between the two mazes must be destroyed before you can make your exit.

And don't think *all* the lamps, rafts, super capes, power helmets, scrolls, and emeralds you'll need will be lying around just because *some* of them are. You'll have to shoot blocks to uncover some of the most powerful items. If you shoot the right column or ceiling, you might get lucky.

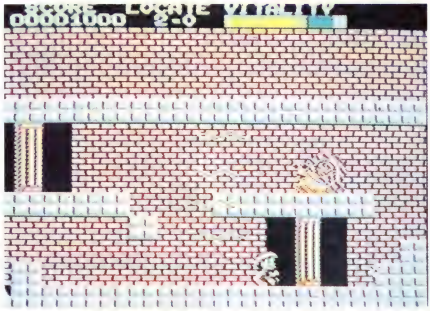
Taxan



In the first castle, work your way up to pick up the scroll on the third level above your head. It will double your firing power, which is very helpful when you take on the monsters with the keys.



Once you find out where the secret items are, you can decide if they are worth the risks involved. This item will give you extra vitality, but you're going to have a tough time with a jump just beyond the water.



Mel the snail is only one of the problems you'll face in the second castle (And there are still two castles ahead!). Avoid his waves if you can. Unlike the key monster in the first castle, Mel can move from one level to another (instead of staying on just the third level).

OPERATION WOLF

The missions screen shows the number and type of enemy forces you will encounter in each level of the game. You begin, logically enough, by knocking out enemy communications.

Time and aim your grenade bursts so they do maximum damage. It's possible, on some screens, to knock out an armored car, a helicopter, and two or three enemy soldiers with one blast. While you *can* play using only the controller, the on-screen gunsight, even on "slowest", tends to slip around wildly. For best acuracy and speed, use the zapper in one hand and one finger of the other hand on the controller's B button to launch grenades.

You'll burn up ammo very fast in each scene. If you don't shoot some power-up bonuses, you *will* run out of bullets before clearing the screen.

Fire a rocket-propelled grenade at the armored car and the shrapnel from that explosion will also bring down the chopper—a good two-for-one tactic to use whenever you can.

THE GAME

Recently named on one poll as the number one arcade game in the U.S., *Operation Wolf's* conversion to the Nintendo format was inevitable. Taito Software's new version of this blood-and-thunder combat game is quite good. Fans of the arcade version should be pleased.

The story line is the by-now familiar one concerning terrorists who have kidnapped a group of Americans and are holding them in a heavily defended jungle fortress. Your mission is to take your deadly special forces and battle your way through to the prison camp, release the hostages, and get them safely on waiting aircraft.

No piece of cake, this. You must maneuver six screens bristling with soldiers, armored cars, riverine gunboats, and attack choppers — *and* you must do so through four levels of increasing speed and difficulty. Begin by destroying the guerrillas' communications center; advance through deadly jungle, a fortified village, an ammo dump, and the prison camp itself. Then finally capture the airport.

Your armament consists of a machine gun and grenades. Most players will prefer using the NES "zapper" light gun to the on-screen gunsight. It takes some practice to master using both the zapper and the controller (to throw grenades) simultaneously, but once you get the hang of it, it's easy enough. Your firepower and strength can be replenished by zapping bonus targets on every screen.

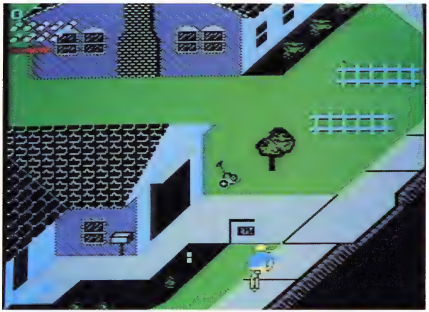
Taito Software

Pay close attention to the data below the screen. It shows how much firepower you've got left (which helps you decide which power-up to shoot next), as well as the amount of damage you've sustained. When the damage bar goes all red, you've bought the farm, pal.

In the village scenario, you must be careful not to hit the civilians who run across the screen. Not only will it make you feel bad, but you'll lose points. *Do*, however, shoot the pig for extra bullet magazines.

The jungle battle is chaotic. You get extra grenades for shooting the chicken, and the patrol boat is worth 1,000 points. But try not to hit the fleeing POW in mid-screen.

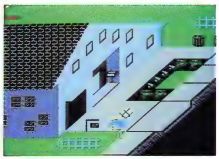
PAPERBOY



Your subscribers all have paper boxes outside their front doors. It's fairly hard to throw a paper into one, but if you do, you score 750 points — more than double what you get for a lawn or front-door hit.

The subscribers' houses are painted yellow, white, or blue, with paperboxes on the front lawn. Any other house is fair game (you work for a pretty ruthless paper). Your best shot is to break a window for 300 points, but you can also rack up 300 points for breaking a lamp. Other good targets: bushes, tombstones, trash cans, and the image of the Grim Reaper (who appears, perhaps, to remind you of what it's like not to have a summer job).

You begin play with four lives. Avoid all obstacles in your path, because if you crash and fall down, you lose one life.



Ten papers is all you start off with — enough to complete most of one block. You must pick up extra bundles of papers to complete the route. Bundles will flicker on-screen, so they're easy to spot.

THE GAME

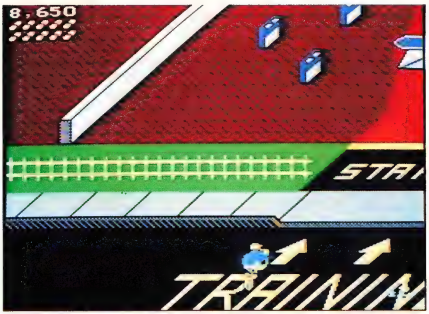
In its original arcade version, *Paperboy* caught players' imaginations because it was *not* about super-Rambos, ninjas, spaceships, or agile cartoon janitors with Italian names. It was a fantasy take-off on an experience that thousands of kids (of all ages) know about firsthand: delivering a paper route in suburbia.

But what a route! You'll gain points for delivering your papers to subscribers' houses *and* for hurling your black and white missiles through the windows of non-subscribers. You start off with ten papers, and you must pick up extra bundles as you go along in order to finish your route.

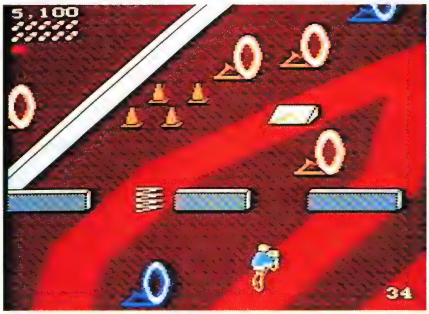
Of course, while you're trying to keep tabs on who's a subscriber and who gets his windows broken, you have to dodge your trusty two-wheeler around toddlers, angry dogs, skateboarders, break dancers, fire hydrants, cars, garbage cans, and those little cement lawn ornaments — just to name a few of the obstacles you'll face bright and early each morning.

You can also sharpen your skills — and pick up great bonus points — by taking a run over the training course after you complete your daily route. At the end of each day, your performance will be reviewed by your boss. If you've delivered to all the right addresses (and not broken any subscribers' windows in the process) you'll keep your job.

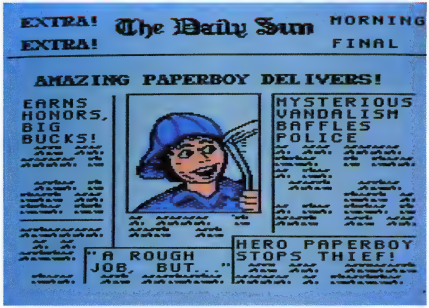
Mindscape



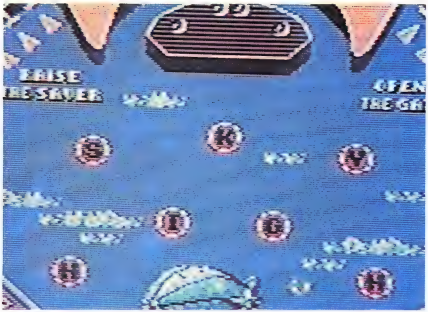
You have 45 seconds to complete the training course. A timer will appear when you begin. Beat the timer, and the number of seconds you saved will be multiplied by 100 and added to your score.



Hit round targets on the training course for 200 points, square ones for 100 points. You can replenish your paper supply by jumping ramps.

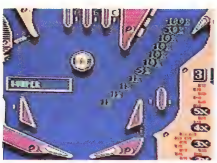


At the end of the day your performance will be reviewed by your boss. If you've made the grade, you get to jump out of bed at the crack of dawn the next day and go through it all again. If you didn't, you'll be back among the ranks of the teenaged unemployed.

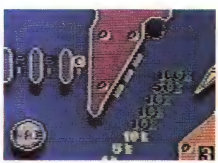


Strike all four targets on this side of the top screen, and a saver post pops up which will prevent the ball from descending ... for a while, anyway.

The Match Play variation takes some getting used to. Instead of trying to make high scores, the players start with a pre-set score and try to whittle-down each other's points by zapping the appropriate targets. The game can get hot and wild, since two balls are in play at one time and since there are certain targets that can actually reverse the scores. One fiendish feature is a penalty target that deprives you of one flipper for about 15 seconds — it's like trying to box with one hand tied behind your back.



This chance panel (the gizmo that says "bumper") displays six rotating messages. When a ball passes across the flashing roll-over above and to the right, the message shown will be executed.



When "exit hole" shows on the chance panel and your ball lands in the hole shown here, you can warp back to the striker lane and begin playing the ball all over again.

THE GAME

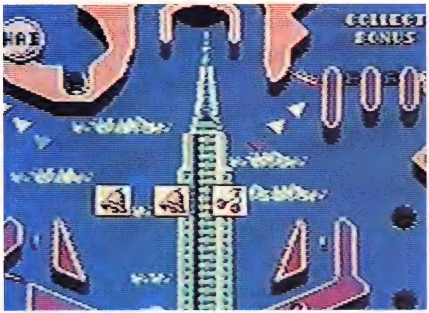
Given the cost of a real pinball machine — even a banged-up model with years of wear and tear — and given the passion Americans of all ages feel for that classic pastime, it was only natural that electronic pinball simulations would appear. Taking advantage of the NES system's power and graphics, Hal America has produced a truly deluxe pinball simulation.

Rollerball features a huge playing field consisting of four screens stacked on top of each other in the basic shape of a skyscraper. The number of special features built into the game is amazing: bumpers, targets, gates, warp holes, roll-overs, rotating slot-machine panels, bonus lights, saver posts, and bonus multipliers galore. You can rack up fantastic scores on this game, thanks in part to its most delightful feature — you can actually shoot your way from the bottom all the way to the top again.

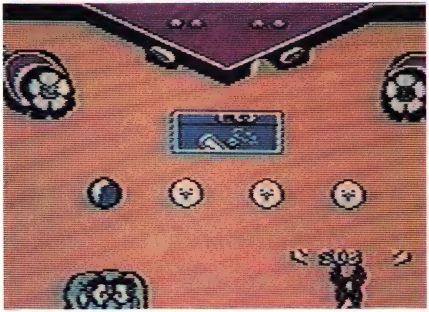
There is also a Match Play version of the game, in which two players wage flipper-war, trying to wipe out each other's pre-set scores. This option reflects a zany sense of humor and makes a nice variation on the classic pinball idea.

Another nice thing about *Rollerball* is that it's one of the rare NES games in which parents actually have a chance to beat their kids — or at least give them a really challenging match.

Hal America, Inc.



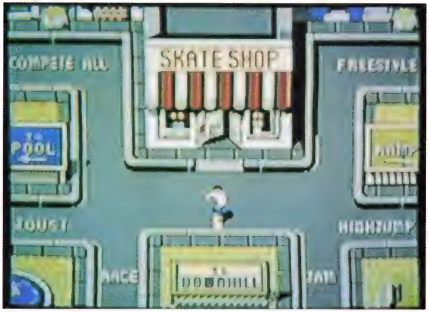
Match three bells here and your bonus multiplier increases by one rank.



In Match Play, every turn of this spinner reduces the elephant's score. There is a matching feature on the donkey's side.

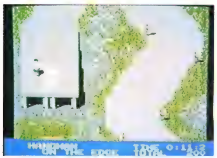
When all four buttons in the center of the playfield turn blue, the elephant and the donkey will exchange scores.

SKATE OR DIE

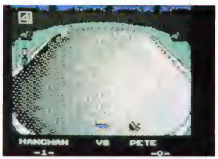


Go from Rodney's to any of the five events for some serious ramp riding. Pool joust, downhill slalom, alley jam, freestyle, and high jump — they're all here.

What you do with your board, either in the air or on the ground, is what counts. So, spend some time getting a feel for what is and isn't possible in any given situation. The sooner you learn how to finesse a footplant and ram home a rail slide, the quicker you graduate from poseur to professional thrasher.



Speed and stunts are the keys to high scores in the downhill race. Duck through the drainpipe and shoot the death ramp for bonus points.



Armed only with a boffing stick, you must knock your opponent off his board before he has you eating cement. Only one jouster is armed at any one time so keep moving.

THE GAME

In *Skate or Die*, rad ramp-riders are invited to compete in a five-event free-for-all. The downhill race, the high jump, and freestyle are straight from the pro circuit. The pool joust and the alley jam combine skateboarding with combat.

Though a more elaborate joystick is recommended for this game, all the events are playable regardless of which controller you are using. However, doing well in the high jump is virtually impossible using the controller pad.

Practice is also recommended before taking on your friends or Bionic Lester, the poster child for this thrash-a-thon. A flair in the air and good board control are requirements for high scores.

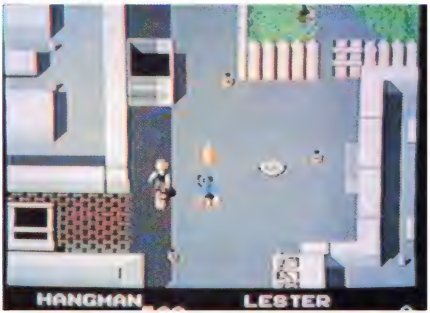
In freestyle, strut your stuff with ollies, 720's, and rock 'n rolls. You only get 10 passes through the U-Zone so make them count. For the alley jam, you go from the friendly U-Zone to a demilitarized zone. Trash obstacles and opponents in a race to the finish.

A nice day in the park is perfect for the downhill race. The more obstacles you clear while maintaining a high speed, the better your score will be. Don't be boring — skate over, under, through, or around objects on the course.

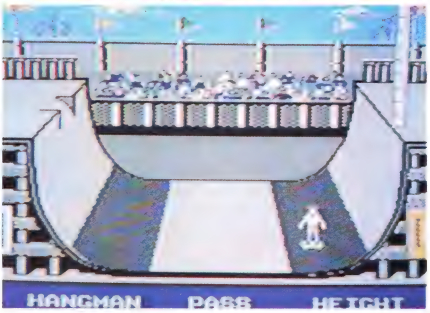
Skate or Die features solid graphics and a refreshing flight from the standard Nintendo fare of the shoot'em up variety.

Ultra

In freestyle, the more difficult the stunt — the higher the score. Show your skill by performing ollies, aerials, and even 720's.

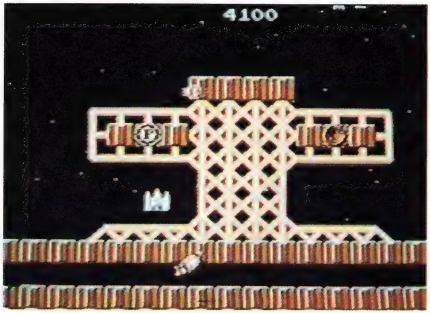


Punch and kick your way to a high score in alley jam. Your score goes up when your opponent goes down, so abuse him as often as possible.



You really need speed for a successful high jump. If you have a good jump going, press the A button to tweak even higher.

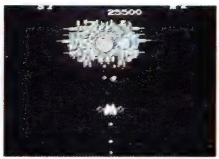
STAR SOLDIER



Try to hit as many special (P) symbols as possible. This will boost your shooting power to make the higher levels easier.

There are hidden items on each level. Find all of the hidden Zagus (Z's) in each level for an extra 135,000 points per level. You'll be able to earn more than 330,000 points in the first level if you find all of the bonuses.

Shoot Lazado, the Flying Head, *before* the individual pieces can join together. You'll earn an extra 80,000 points.



Destroy the Star Brain at the end of the first level before it flies away. Dual-shooting is better than spread-fire at this point.

THE GAME

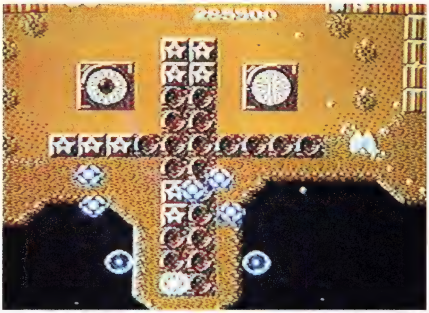
Blasting into the freezing void of deep space, you're the pilot of a fast-moving starship battling hundreds of enemy aliens. Wave after wave of enemy fighters fly down the screen at you as your starship ducks and weaves to avoid enemy fire.

Star Soldier is a game that takes the best of the classic fast-action space adventures and mixes in enough new challenges to keep you flying forever. From the very first level, you'll know that this is no easy shoot-em-up. Fast reflexes and a keen sense of your enemy's attack patterns will see you through.

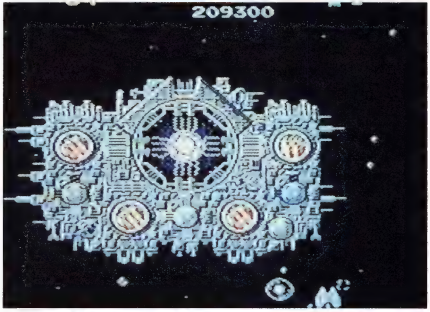
There are hidden warps, extra starships, super weapons, and other items that you'll find as you learn more about the game. *Star Soldier* has a three-dimensional terrain — you can fly *under* some of the objects to hide from enemies and to find secret power-up items. (For instance, there's a hidden (P) symbol which will give you five-way shooting power if you're able to fly under the planet where it appears.)

The key to winning at *Star Soldier* is to learn the timing of the enemy's fighters so that you can blast them before they unleash their own weapons. At the same time, you need to pick up as many (P) symbols to increase the range of (your starship's shooting capabilities.

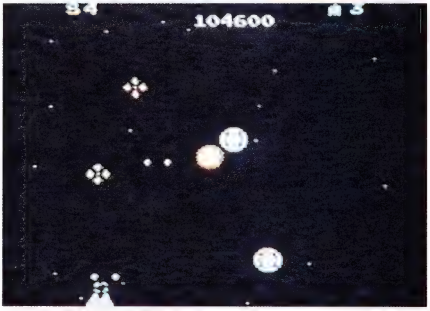
Taxan



On the third level, shoot both of the eyes and earn 80,000 points. The eye on the right here is almost destroyed.



At the end of the fourth level, you'll meet this large Star Brain. Destroy all four outer red circles and then the inner brain.

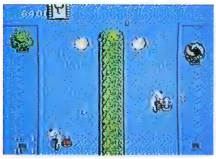


As you enter the fifth level, you'll encounter swarms of diamond clusters moving *very* rapidly at your fighter. It helps to have spread-fire at this point.

THUNDERCADE

There's a vulcan cannon hidden inside this building. Capture the "V" icon and you'll earn double sidecars that shoot powerful fireballs. Don't pick up any other sidecars as long as you have the vulcan cannon.

You need to study the descriptions of the different sidecars so you'll know which of the seven at your disposal are the most powerful. Keep in mind the pattern of the enemy you're about to face because each sidecar can be picked up on the left or right side of your motorcycle. You can have two sidecars at a time, but every time you pick one up it replaces any sidecar you already have on that side. So you'll never want to pick up a chain gun, for example, if you already have two dual cannon sidecars.



Most of the game is easier if two players combine forces. You'll double the bombs and double the firepower, plus you'll never have to worry about shooting your partner — that's impossible.

The submarine is the first of the strategic targets you have to destroy. Its gun shoots a spray of fireballs. Shoot it when you can, but you'll probably want to use three bombs to destroy it quickly.

THE GAME

In the not-so-distant future, a radical group known as the Atomic Age Terrorist Organization (AATOM) has constructed a nuclear power plant and is threatening the world with atomic war. The world's powers have banded together in an attempt to stop AATOM.

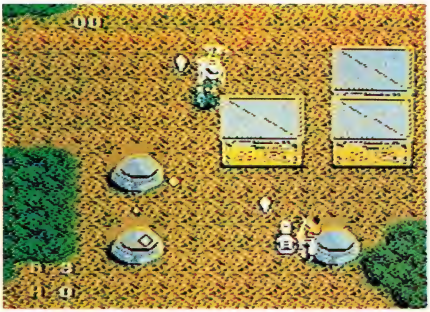
Their plan is operation Thundercade. As the driver of a combat motorcycle, you must infiltrate enemy territory and destroy all AATOM's strategic targets — including the nuclear power plant.

It won't be easy. You'll have to travel through four zones: city, base, woodlands, and fortress. There will be dangers from soldiers, mines, tanks, helicopters, and snipers.

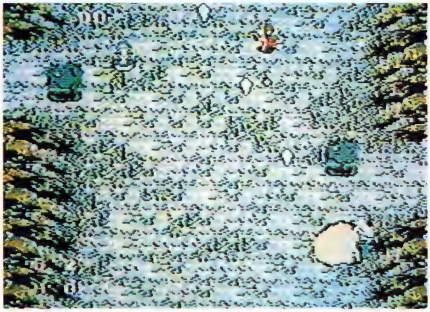
Although your motorcycle is equipped only with a machine gun, there are sidecars throughout the landscape that will increase your fire power. Some are out in the open, but other sidecars are hidden in buildings, trees, bushes, or other obstacles. You also have limited air support. At your call, planes will drop bombs to destroy the enemy.

Thundercade also has a continue option to help you out. If all three of your motorcycles are destroyed, the game is technically over. During the first three levels, you can continue the game twice (for a total of nine bikes). By getting through the tunnel after the third zone, you've earned another continuation.

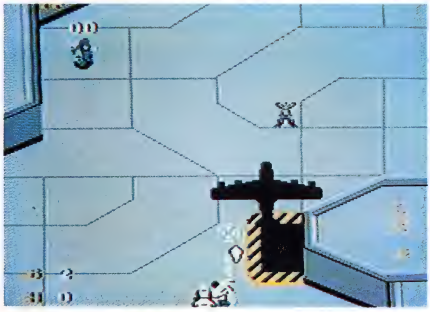
American Sammy



The pillbox targets are tough enough to defeat in the woodlands, but in subsequent areas, they are even more powerful. They have a greater point value after the woodlands, though.

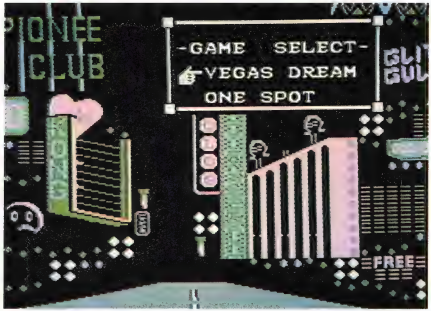


Sidecars not only add to your fire power, they can also add lives. A direct hit will *usually* destroy the sidecar, and not you and your motorcycle. The next direct hit will cost you a life.



You have a limited number of bombs at your disposal. When you seem to be outnumbered, push the A button and a plane will fly overhead and drop bombs that will knock out most of your opposition.

VEGAS DREAM



Choose "one spot" to play the games alone, or "Vegas Dream" to play *and* enjoy all the game's zany little extras.

Remember that the riskier the bet, the greater the potential return. In roulette, for instance, you *can* play conservatively and bet only on the 50-50 outcomes (red/black, even/odd), but you'll never reach your million-dollar goal that way. One classic system for roulette is to raise your bets by one monetary unit after each loss and lower them by one unit after each win. This means, in theory, that your winning bets will always be larger than your losing bets.

Roulette is one game in which a "system" may actually help you maximize your wins and control your losses.

The slot machines payoffs are big, but rare. If you start off wagering large sums, you'll probably be bankrupt before you can say "three cherries."

THE GAME

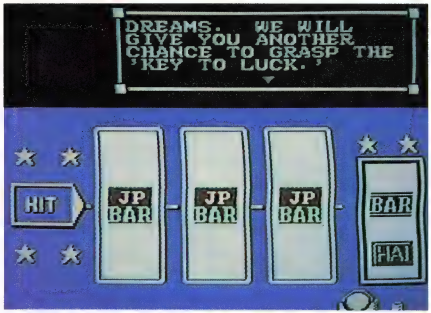
Yet another entry into the PG-13 (if not adult) category of Nintendo games, *Vegas Dream* lets you play four classic games of chance: roulette, keno, blackjack, and the slot machines.

You have a grubstake of $700. You can play the games straight, enjoy a trip-to-Vegas format. During the trip, you'll not only play the games, but also encounter some of the true-to-life distractions you might find in Las Vegas — panhandlers; down-on-their-luck gamblers looking for a loan; bimbos who want you to buy them a drink; and even the girl of your dreams. If you find *her*, the game even gives you the chance to marry her, Vegas-style.

Once you select your game, pick the stakes, and place your bets. Gameplay is smooth and straightforward. The odds for and against you seem realistic — you'll probably lose more money than you win. But a streak of good luck is indeed possible. The object of the NES simulation is to turn that $700 into a one million dollar jackpot. It's not any easier to do in the game than it is in real life but, hey, it's not real money either!

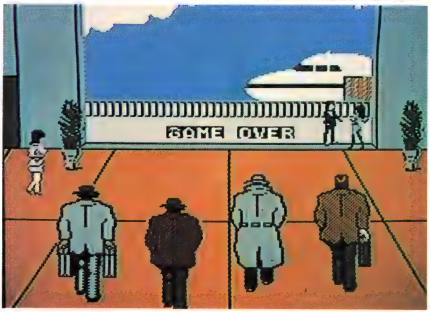
The graphics are crisp and very amusing. Parents who object to even make-believe gambling will want to steer clear of *Vegas Dream*, but on the other hand most pre-teens probably won't be very interested in the game in the first place.

Hal America, Inc.



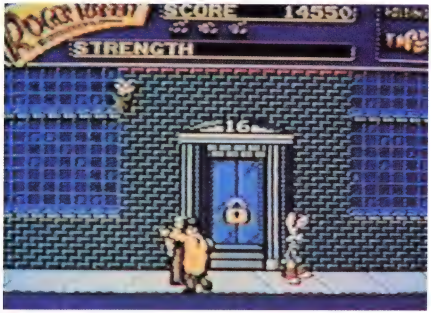
On the other hand, *Vegas Dream* gives you one final chance to hit the jackpot, even if you've been cleaned out of money. What have you got to loose?

At some point during the game, you may be approached by a remarkably friendly stranger. Maybe, just maybe, she's the girl of your dreams.



Or maybe she's a con artist who'll take what little money you have left. In that case, you'll join the other dejected, empty-pocketed souls on the next flight out of town.

WHO FRAMED ROGER RABBIT?



You need to question just about everyone you meet. Sometimes they'll change their story if you give them a good uppercut. No one said Eddie Valiant was a gentleman.

Roger Rabbit is another game that requires mapping. Your maps don't need to be as detailed as they would in some other games, but you do need to be able to get to buildings you haven't yet searched without a lot of backtracking. Once you find the dynamite and blow up the wall blocking the Toontown Tunnel, your search will start all over again — with another map.

Jessica rehearses in the Ink 'n' Paint Club. She's got some valuable clues. But you won't be able to contact her unless you can find her phone number. Check the tables.

You'll know the Weasels are nearby when you hear a siren. If they capture Roger, you'll have to save him by guessing the right punch line to one of his lame jokes. The Weasels will laugh and let him go.

THE GAME

Hopping right from the screens of last year's movie smash to your Nintendo set comes *Who Framed Roger Rabbit?*, a comic adventure game.

Judge Doom has evil plans for the happy land of Toontown. As Eddie Valiant, you have to find the missing pieces of the Gag King's will, or else Toontown will be destroyed.

Search Los Angeles and Toontown for clues and talk to anyone who might be able to help you. If the people don't seem too helpful, rough them up a little. Maybe *then* they'll help. People in the lobbies of buildings will also tell you whether to bother searching the rooms for supplies and clues. It's up to you to decide if you should believe them.

In Los Angeles, you can visit Jessica in the Ink 'n' Pen Club (watch out for that bouncer at the door). And she's not the only familiar face. Psycho, Stupid, and the rest of the Weasels are hot on your trail. They'll grab Roger any time they can. His rescue depends on your getting the right punch line to one of Roger's jokes.

The tunnel from Los Angeles to Toontown is blocked, so you should find some dynamite as fast as you can. Once you can enter Toontown, you'll meet more familiar faces (and feet — this place is filled with shoes walking around). Baby Herman should provide some valuable information in solving this hare-raising adventure.

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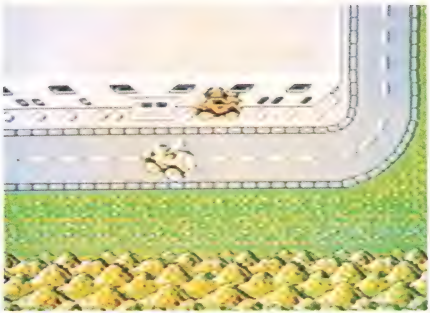
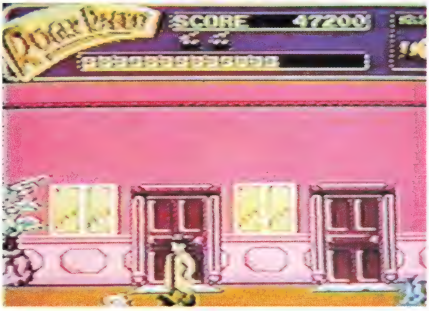


Benny the Cab will provide transportation for you. Don't worry about road safety. You can bump cars off the road, or leave Benny parked in the middle of the street, where other cars will bump over him.

The brick you're holding might be a handy way to kill the snake in this cave, but you'll need spring shoes first or you won't be able to jump over the gap in the cave floor.



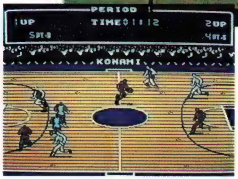
At last! Here's the first piece of the will. Now that you're in Toontown, you should be able to find more people to question. Baby Herman is around someplace. But watch out — the Weasels are still on your trail.

ALTERNATIVE GAMES: GETTING THE MOST FROM YOUR NINTENDO

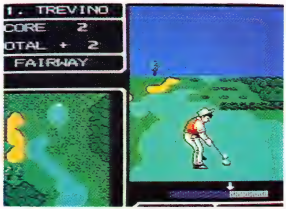
It's easy to see why action games are most Nintendo players' favorites. You can begin playing them without spending a lot of time reading the instructions, the fun is usually immediate, and the emphasis is on skill rather than strategy.

For those who want to rest their trigger fingers, though, there are some Nintendo games that feature no cosmic clashes, no mass demolition, and no martial arts. These include sports games, board games, and action-adventures.

Your outfielders can run, leap, and throw in *Tecmo Baseball*. They can also stumble, slam into walls, and make errors if you don't learn to control them well enough.



The refs call a close game in *Double Dribble*, so watch the dirty stuff inside. Try to win the tournament with one of four teams — New York, Boston, Los Angeles, or Chicago.



The course comedian from south of the border stars in the challenging golf simulation *Lee Trevino's Fighting Golf*. Plot your strategy for each hole using the different views offered by the computer. You can zoom in for a closer look before every shot.

Some games based on non-contact sports are among the few Nintendo titles that encourage a spirit of cooperation as well as competition. Games such as *Tecmo Baseball*, *Bases Loaded*, and *Double Dribble* force players to plan out their strategy and follow strict rules. Aggressive play *is* rewarded, but only when exercised within the rules of the sport.

Tecmo Baseball, for instance, allows players to make managerial decisions in addition to playing the game on the field and at the plate. You can pick the starting pitcher and decide when to bunt, steal, or substitute players.

An earlier Nintendo version of America's favorite pastime is *Bases Loaded*. In this game, you can choose from 12 lineups and 30 players. You'll probably need all 30 if you decide to play an entire season — 132 games. By using passwords, you can stop the game and resume later, and the NES keeps track of wins and losses.

Double Dribble is true to basketball in that strategy wins more games than one-on-one heroics. Just like the pros, you have to work hard on defense, too. Slam dunks and slow-down offenses are possible as well.

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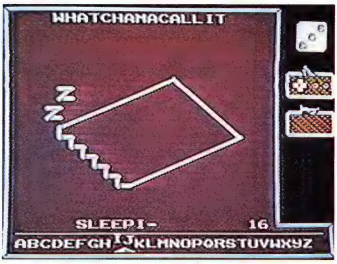
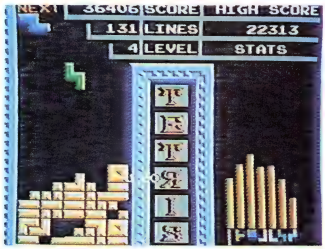
Golf and billiards are traditional games with several things in common. They are individual sports, they require some thought to play, and they are nonviolent. Neither is considered a team sport. Instead, they encourage a player to compete against him- or herself.

Lee Trevino's Fighting Golf and *Bandai Golf* are two golf games for Nintendo. Both are very much like the real thing, with water hazards, sand traps, doglegs, and wind. Both also feature overviews of each hole and a swing meter used with the A button to make the shots.



Name that drawing. That's what *Anticipation* is all about. If you like *Pictionary* or *Win, Lose, or Draw*, then you'll love this NES game.



The first video game from a Communist-bloc nation, *Tetris* is one in which you rotate and maneuver geometric blocks into even horizontal rows.

For pool players, there is *Side Pocket*. This NES game is extremely faithful to the pool hall variety, right down to the sound effects. It offers a one-player progression mode or a two-player competitive mode.

Other non-contact sports and recreational videogames include *Racket Attack* (tennis), *R.B.I. Baseball*, *Hoops* (basketball), *Rollerball*, *Pinball*, *Winter Games*, and *Wood & Water Rage*.

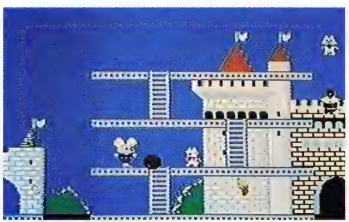
Games requiring you to solve a problem or a puzzle are becoming more popular, too. Some examples are *Jeopardy!*, *Wheel of Fortune*, *Tetris*, and *Anticipation*.

Tetris has plenty of action, but requires concentration as well. The first videogame imported from the Soviet Union, *Tetris* features odd-shaped objects that gradually fall from the top of the screen. You have to position them at the bottom of the screen to form solid rows, much like pieces of a puzzle.

Another new offering for Nintendo, *Anticipation*, is similar to the board games *Pictionary* and *Win, Lose, or Draw*. In this game (covered elsewhere in this issue), players

race against time to guess the identity of objects "drawn" by the computer. As videogame technology advances, we should be seeing more puzzle games.

Board games have inspired still more strategy-oriented Nintendo titles. One of the first was *Othello*, based on a 100-year-old board game. Each player takes turns placing markers on a checkerboard while trying to capture as



Mappyland is the playful adventure of Mappy the mouse. Trying to collect cheese for a party, Mappy must avoid being snagged by the Mewky cats. He'll use trampolines, cannons, pulleys — even fish — to get past them and to reach Mapico, his girlfriend.

Solve a series of riddles and you can save Eden and its lovely Princess Lala from doom. It takes smarts and a lot of patience to end up victor in *The Adventures of Lolo*.

Your favorite mice must find their missing friend by exploring the five areas that make up *Mickey Mousecapade*.

many of the opponent's markers as possible. *Chessmaster 2000*, based on the centuries-old board game chess, is another example. A Nintendo version of backgammon may be the next of this type to appear on store shelves.

By far the largest category of alternative games is the action-adventure. The *Super Mario Bros.* series and *Zelda* series are the stars in this cast. Recent additions include *Mappyland*, *The Adventures of Lolo*, and *Mystery Quest*. Golden oldies like *Mickey Mousecapade*, *Bubble Bobble*, *Amagon*, and *City Connection* are still popular because of their amusing story lines and exciting action sequences.

The characters in most of these adventure games make Rambo and He-Man look like epic heroes. *Mappyland*, for example, features a mouse who busily gathers presents for his girlfriend's birthday party while jumping on trampolines and fleeing from kittens. In *Bubble Bobble*, you guide one of two tiny dinosaurs while searching for a friend who has been

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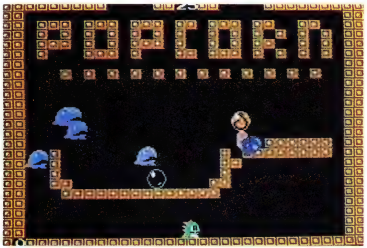
kidnapped by the evil Baron von Blubba. The game has two rather large mazes of 113 rooms each. There are no machine guns, mines, or machetes. Instead, you use thunder bubbles to defeat your enemies.

In *The Adventures of Lolo*, you assist Prince Lolo as he tries to save the fair Princess Lala from the clutches of the Great Devil. Although the plot sounds as though it might include a lot of fighting, there really isn't any. Lolo works



In *Bubble Bobble*, its Bub and Bob, two diminutive dinosaurs, against the evil Baron von Blubba, who has kidnapped two of the duo's buddies.

You are being chased by every cop in New York while the paint you swiped is leaking from your car. *City Connection* lends new meaning to the phrase "painting the town."

his way through the Devil's haunted castle by solving puzzles and trying to stay away from the more dangerous characters that he meets. The game involves strategy and patience rather than fast reflexes and destruction.

In another "case of the missing friend," Mickey and Minnie begin their search by roaming around a funhouse in *Mickey Mousecapade*. This adventure includes an appearance by the caterpillar from *Alice in Wonderland* and a scene that takes place in the castle from *Snow White and the Seven Dwarfs*.

City Connection takes a slightly different tack. In a car that's quickly leaking paint, you have to color the highway, outrun the police, and escape New York, London, Paris, Frankfurt, New Delhi, and Tokyo.

There's something for everyone in the world of Nintendo. Action games based on combat will continue to be popular because they are fast and fun. However, Nintendo game developers are looking to a wide variety of sources for theme ideas. This means more choices for more game players.

FROM COMPUTERS TO NINTENDO: TWO EXCELLENT NEW GAMES

Two new and truly unique Nintendo games mark the beginning of a very exciting and important development: the conversion of full-scale computer games to the Nintendo format.

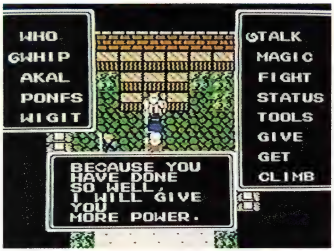
Although your NES unit is a remarkably powerful little computer, none of the games designed for it— until now— was able to reproduce the smooth, complex, detailed programs developed for the IBM, Commodore, Amiga, and Macintosh computers. The technical challenges of "shrinking" an elaborate role-playing game, for example, from

The fantasy kingdom you explore in *Ultima* is one of the largest yet designed for a Nintendo game.

an IBM-type program to a program suitable for Nintendo play, were enormous.

Moreover, for a long time the public seemed happy to buy an endless stream of games involving ninjas, Rambo-clones, and kidnapped princesses. But now that the range of Nintendo gaming itself is expanding rapidly, now that more players are looking for something in addition to ninjas and spaceship-zappers, now that the technology has been proven, we're going to see more and more highly sophisticated computer games being converted to the NES format.

If future releases are as good as the first two, this could be the most important development in gaming since the



Your magical abilities can become awesome as you dive deeper into *Ultima*.

debut of Nintendo itself.

The first such game that came in for review is a fantasy role-playing game called *Ultima*. There are five *Ultima* games in the personal computer (PC) format, each increasingly bigger and more detailed than the one before. The series as a whole has been very popular. The fantasy world depicted in the games is vast, colorful, and full of imaginative and magical detail. To complete any of the *Ultima* games, a player must invest many, many hours explor-

Your travels in *Ultima* are as dangerous by sea as they are by land.

In battles, use a combination of magic and combat tecniques.

ing, learning, collecting information, solving mysteries, winning battles, conquering mazes, and always striving to get closer and closer to the quest-objective of that particular game.

When you look at the number of keys and functions on a computer keyboard, and know that dozens of these are needed to play one of the PC versions of *Ultima*, it seems amazing that the game has been transformed so that it can be played on a little-ol' Nintendo control pad with its traditional four-buttons-and-a-pad layout.

What's so exciting about the NES version of *Ultima* is (which is translated ffrom the *Ultima I* computer game) that the conversion has been done sacrificing almost none of the graphic and

role-playing excitement that made the originals so successful.

Yes, you *do* have to perform some fancy combinations with your control pad, and, yes, the sheer number of things, characters, and actions will take some getting used to, but the rewards of the game infinitely repay the time it takes to get into it.

You can do so *much* in this game! Build a party of characters to suit your mood, choosing from wizards, rangers,

Plan your strategy in *Nobunaga's Ambition* by consulting the map of neighboring kingdoms.

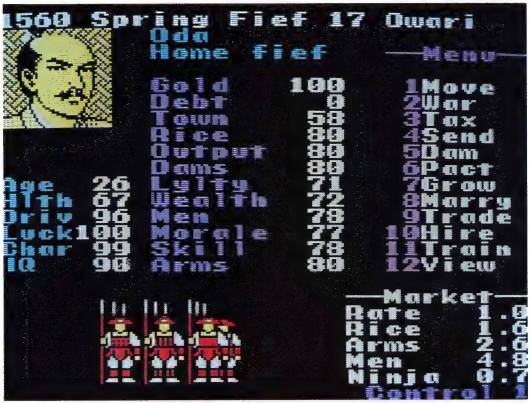
barbarians, knight, clerics, illusionists, druids, mercenaries and more. By calling up different sub-screens, you can practice magic, manipulate tools, hold conversations, and fight battles.

You can explore mountains, forests, castles and cities — not in the normal Nintendo manner, with a few animated characters in front of a static background — but room by room, floor by floor, and visit stores, taverns, inns, and shrines. Fight battles with a half-dozen weapons and four kinds of armor, cast spells by the dozen, and develop, as the game goes on, your fullest powers as a mage or a warrior.

Many compromises had to be made to "squeeze" the *Ultima* program down from PC to NES format — but the designers have done such a good job that even players who love the PC versions will find little to complain about. All things considered, the new *Ultima* represents a major breakthrough in Nintendo games.

Also due to be released soon in Nintendo format, from Koei, is a classic strategy role-playing game called *Nobunaga's Ambition*. Oda Nobunaga was the supreme warlord, or "daimyo" of medieval Japan. It was Nobunaga who began the process of unifying Japan, transforming it from a chaotic patchwork of violent little kingdoms into a great nation. He was well on his way to success when he was cut down by an assassin in 1582, at the age of 43.

You, as the player, take the role of Nobunaga. You must first make your own kingdom strong, then you must expand, by diplomacy or by war, and absorb other kingdoms into your domain. In its use of strategy, *Nobunaga's Ambition* is surely the most authentic war game yet issued in the NES format: You must plan your maneuvers carefully; gather and guard your supplies; be constantly on the lookout for traitors; take advantage of the terrain; and make sure your men are well armed, trained, and led by good generals. In short, the game contains all the elements



Nobunaga's main screen offers a wealth of information about your kingdom and its condition.

a real general has to consider. When you win a battle in this game, you'll know you've really done something.

You'll also have to learn how to rule wisely, or face peasant rebellions, crop failures, and treachery. Collect taxes, arrange marriages and treaties, dispatch spies into enemy territory, built flood control projects to protect the rice crop — you'll have to learn wisdom, patience, balance, and good judgement, just to survive in a violent world. And you'll also learn the proper moment to be ruthless and aggressive.

When it first appeared in the PC format, *Nobunaga's Ambition* quickly became the biggest selling computer game ever marketed in Japan. When the American version came out, it was praised for its historical accuracy, its marvelous detail, and the realism of its combat scenarios. Koei promises that the Nintendo version, which should be out soon, will preserve these virtues.

Taken together, these two outstanding and path-breaking games herald a new age in Nintendo entertainment.

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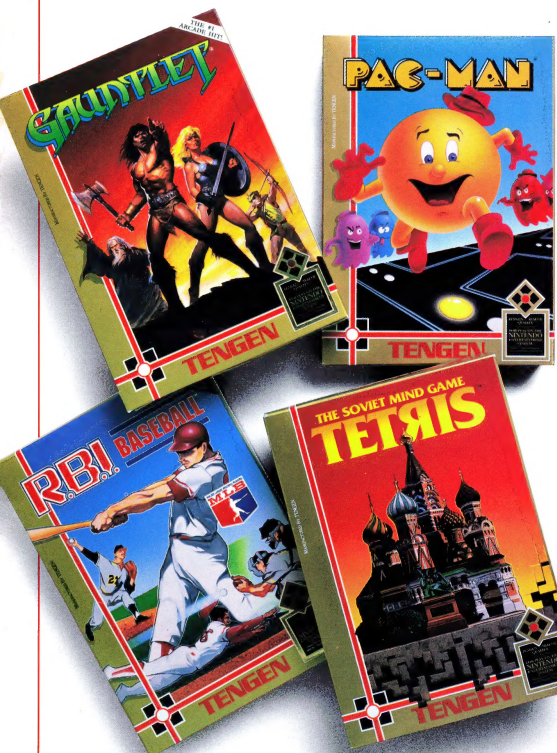

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